LOOK AT THESE TRICKS! Gran Turismo 3: A-spec, ATV Offroad Fury, MLB 2002, Super Mario Advance and Namco Museum

EXPERT GAMER



SPECIAL ISSUE

- **XG Looks Back**
  Over seven years of video game history
- **Strategy 101**
  Our "Tricks of the Trade"
- **Reader Tribute**
  XG calls out the best, worst, and funniest

STRATEGIES

- NBA Street
- Dragon Warrior III
- Time Crisis II

MARIO KART SUPER CIRCUIT™



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EXPERT GAMER

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Game of the Month

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52 Mario Kart Super Circuit
We've got weapons, maps and shortcuts right here for your viewing pleasure.

Feature Strategies

EVERYTHING YOU NEED TO KNOW TO BE AN EXPERT GAMER

78 Dragon Warrior III
Everything a party needs to survive in this harrowing RPG is included in this guide. Full weapon, item, armor and monster lists!

88 Time Crisis II
Kids love shooting, right? Learn how to become a better marksman with our tripped-out guide to Namco's latest, Time Crisis II. Be there!

92 NBA Street
Think you've got game? If you want to hone your B-ball skills, use our tips and tactics to earn the highest Trick Point scores around!

Special Feature

SOMETHING OUT OF THE ORDINARY

64 XG Through the Ages
See the history of your favorite strategy magazine, from its birth the final issue. This informative article will open the floodgates and let the memories pour out.

100 Strategy of a Strategy
Wanna know what it takes to put out a strategy magazine each month? This very special article takes a heartfelt look at the joys and pains of creating a strategy guide.

Tricks of the Trade

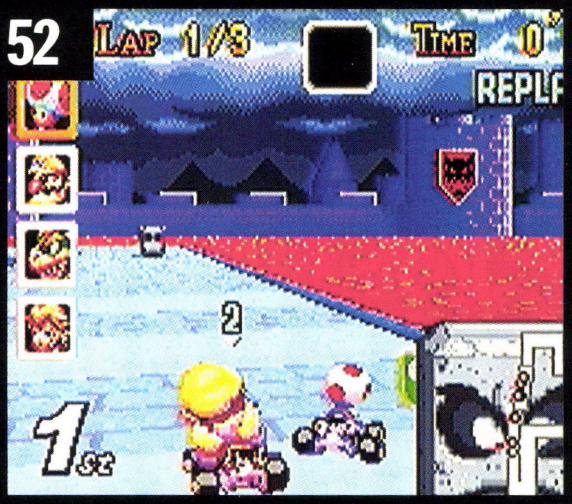
THOUSANDS OF SECRETS, TRICKS AND CODES FOR ALL PLATFORMS

30 New Tricks for 15 Games!
Hot tricks for Gran Turismo 3: A-spec, Super Mario Advance, ATV Offroad Fury, War Jetz, Namco Museum, Tony Hawk's Pro Skater 2 and a whole lot more!

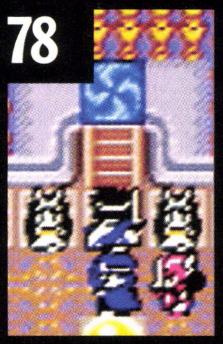
Coming Soon

GAMES WORTH LOOKING AT

48 Previews for You
Where do you go for the latest word on what's coming down the pipeline? Previews, that's where! This month we've got a batch of hot Star Wars-related games, as well as the terror inducing Silent Hill 2. All three über-systems are unveiled to help you make your buying choices.



52



78



88



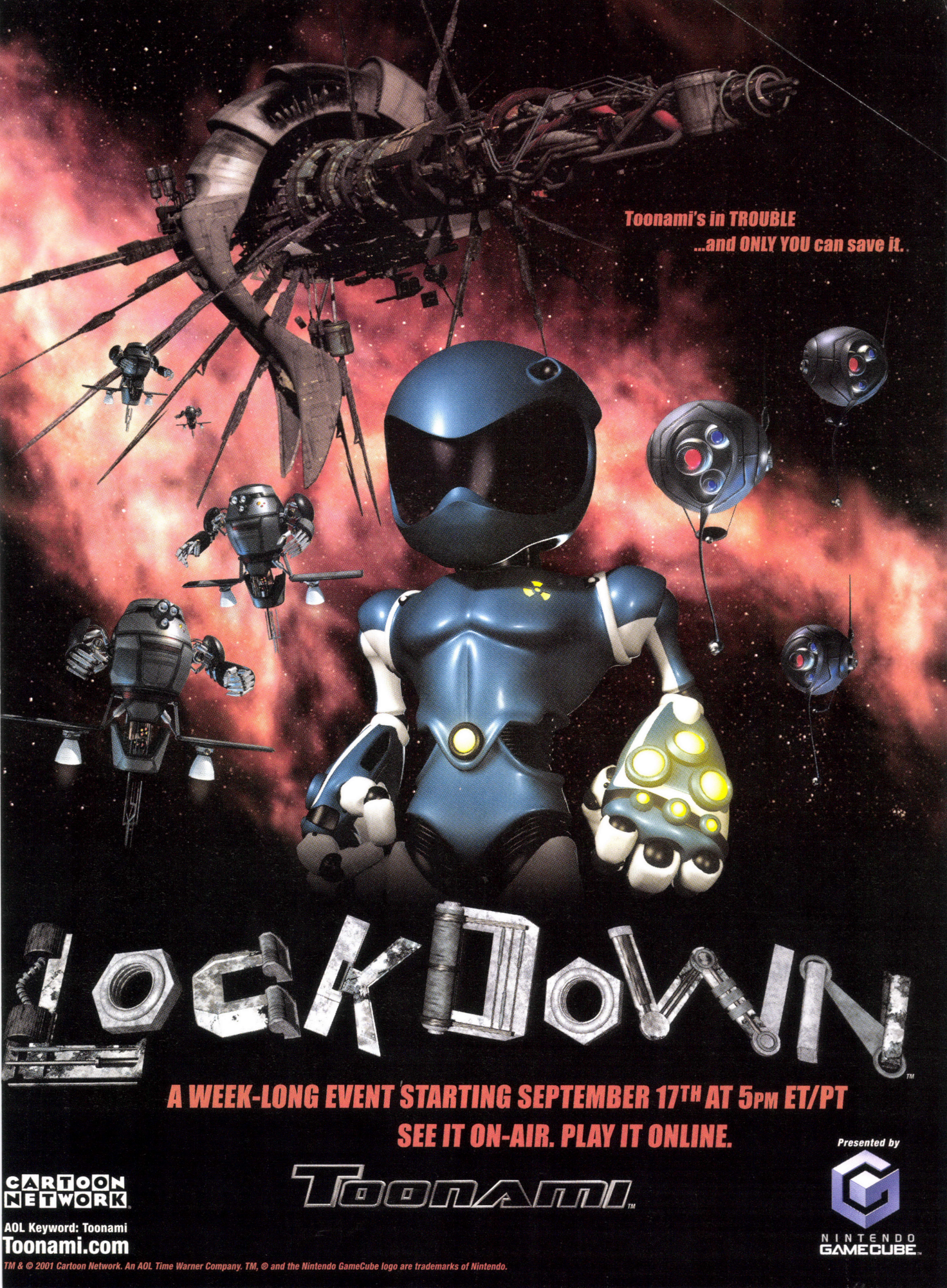
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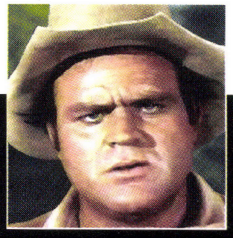


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Toonami's in TROUBLE
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Inside XG

MEET THE STAFF



Dan "Hoss" Leahy

Editor in Chief
dan_leahy@ziffdavis.com

Now's Our Chance To Really Shine

This will be the last *Expert Gamer* you ever read. Before you panic, run amok in the streets or generally collapse in fear at the thought of life without *XG*, let me fill you in a bit. We'll be moving *XG* to a quarterly publication with a longer shelf life. This is a good thing. It will also have more codes than ever before—another good thing. In the meantime, you, dear reader, will reap the benefits of our newest magazine, *GameNOW*, on a monthly basis. What is *GameNOW*? Simply put, it's more of what our readers demand. We'll feature the biggest reviews on the best games, extensive strategy features, a dedicated handheld (GBA, GBC) section, news, previews and the best letters section on the market. We'll also be giving plenty away, but more about that next month. Thanks and c-ya soon!

○ **Current Favorites:** *GameNOW, NCAA2K2, GameCube*



Andy Baran

Sr. Associate Editor
andy_baran@ziffdavis.com

It's been 88 Issues of fun and torment for Andy. He's been proud to serve with *XG* these many years, watching the it grow from an awkward *EGM* clone to a grown up magazine with its own identity. Andy will have celebrated 10 years of service on the various gaming mags. But that was then, this is *GameNOW*!

○ **Current Favorites:** *Final Fantasy X, Silent Hill 1 & 2, A brand new house...*



Phil Theobald

Associate Editor
phil_theobald@ziffdavis.com

Phil just got back from a trip to geek paradise, George Lucas' Skywalker Ranch. Although trodding on the ranch's soil didn't heal his wounds as he expected, Phil was able to sneak away from his group long enough to swipe a complete *Episode II: Attack of the Clones* script.*

○ **Current Favorites:** *Klonoa 2, The new They Might Be Giants album*



Kenneth Miller

Associate Editor
kenneth_miller@ziffdavis.com

This month, Slim got to reunite with *XG*'s basketball-playing intern-turned-free-lancer, Ray LeWan, for another guide. (The last one was Ogre Battle 64. Remember that?) This time around, though, they worked together and had a lot of fun on this "final" strategy guide. See you all in the new mag...

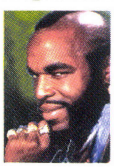
○ **Current Favorites:** *Capcom vs. SNK 2, www.raverpants.com/slim*

* This is a joke. Call off the lawyers, Mr. Lucas

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■ **Team Sayonara:** Led by senior art director Carey Wise, Team Sayonara plans to honor the tradition of the samurai by dying with their master, the venerable *Expert Gamer* magazine.

EXPERT GAMER™

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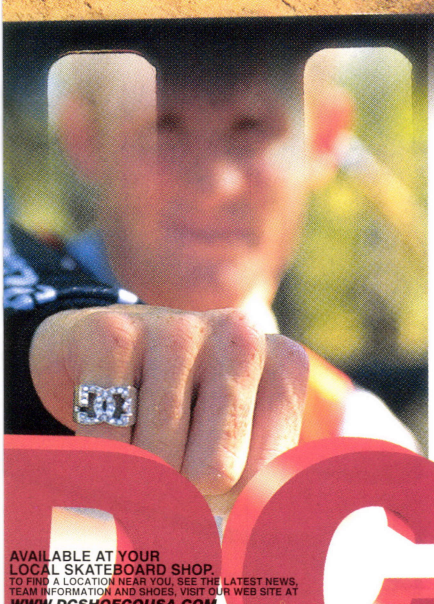




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ONE 250cc SUPERCROSS CHAMPIONSHIP DOWN, ONE (TWO, THREE, FOUR...) TO GO.

CARL HYNDMAN PHOTOS.



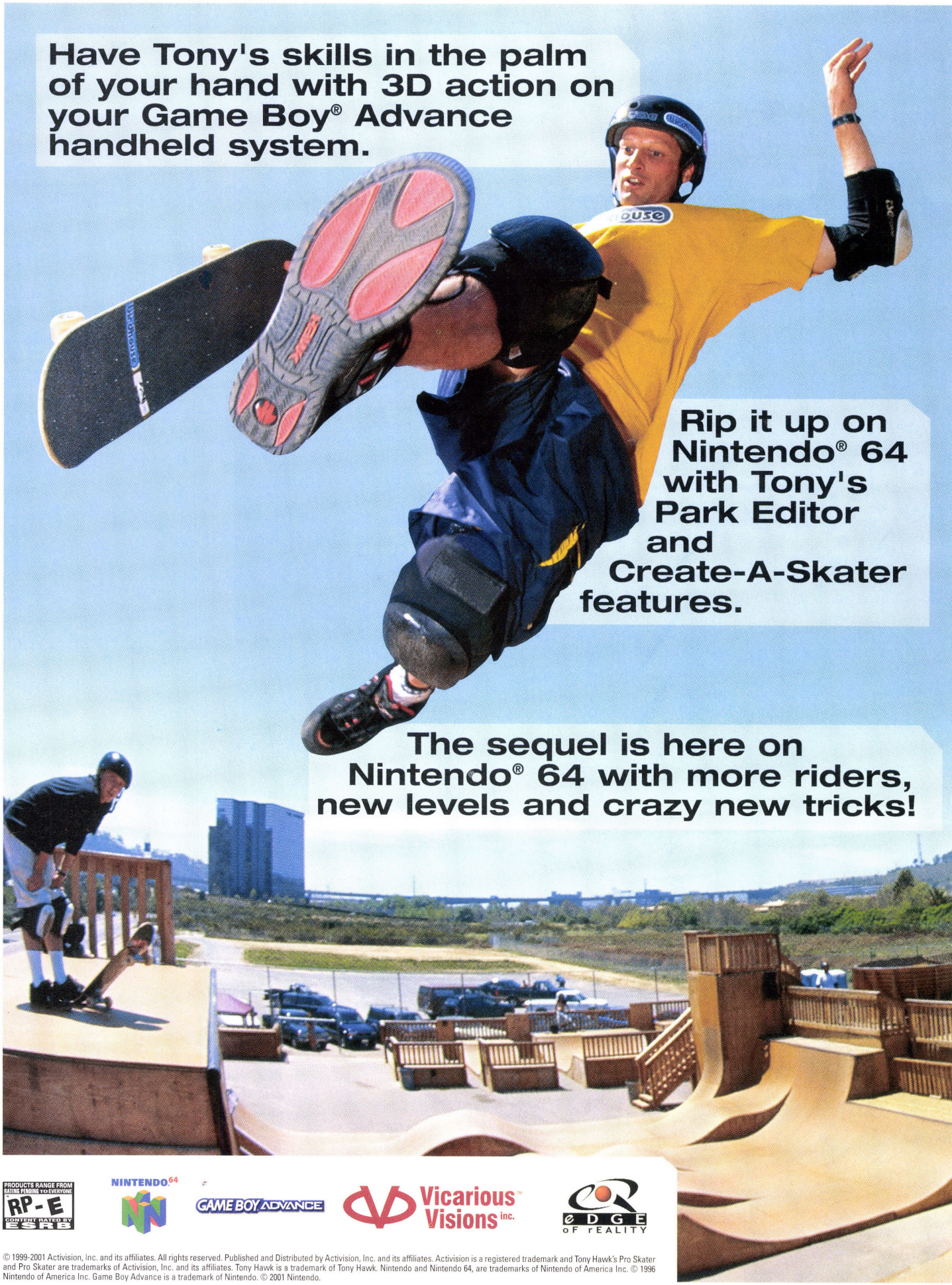


MODEL FEATURED, THE **TITAN.**



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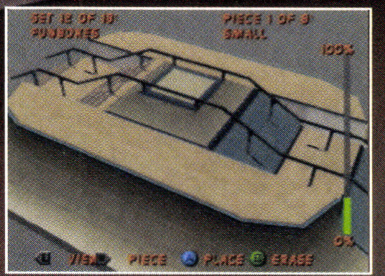
Nintendo® 64 September 2001



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GAMERS' FORUM

Your Chance to Sound Off in XG

Questions, Comments or Gripes?

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P.O. Box 3338
Oak Brook, IL
60522-3338

or e-mail:
xg@ziffdavis.com
Please note: We reserve the right to edit any correspondence, for space purposes or otherwise. If you don't want your name or address printed, just say so—but please include your phone number and mailing address anyway, for Letter of the Month contest consideration.

Winners!

- Here are the winners of *XG* #86's Game Over Contest:

1. *Charles Diderot*
Paris, TX
2. *Luis Borges*
San Francisco, CA
3. *Michael Crowe*
South Bend, IN

- The answer to *XG* #86's Game Over Contest is:

Alien Storm

It's Huge!

Dear Expert Gamer,

How much will the Xbox cost? Will it still be huge?

Name Withheld
spitfireridergoo@aol.com

Microsoft has the Xbox priced at $299.99. If you think that the price tag is hefty, however, you obviously haven't seen the system. The thing is enormous! Its gravitational pull disrupts the tides. On a clear day you can actually see the system's curvature as it conforms to the planet's surface. Along with the Great Wall of China, it is one of the few man-made structures visible from space. So to answer your question, yes, it will still be huge.

Games Are for Kids

Dear Expert Gamer,

Why are all the E rated games just kiddy stuff? Why can't developers make games for people who aren't teens (and who can't buy Teen rated games) but aren't babies?

Name Withheld
Address Withheld

Stop your whining. Only babies whine. Do you want a bottle? Maybe a nice bah-bah will shut your whining baby mouth up long enough for you to figure out that ALL the great puzzle games, sports games and racing games are rated E. And have you ever played a little game called every single Mario game ever made? If you did, you might have realized that an E rating simply means that "Everyone," from babies to adults, will enjoy the game.

Fluke of Flukes

Dear Expert Gamer,

Why are there so many flukes in your magazine? For example, you said in *XG*#86 that you would have a guide for Oracle of Ages in the next issue. When the next issue arrived, however, there was no Ages guide. I am a devoted Zelda fan and I was quite astonished by this fluke of flukes. It's an insult to all flukes! You deliberatly lied to us, the readers, by saying there would be the follow-up walk-through for your Oracle of Seasons guide. So tell me, why are all these flukes made? Thanks. By the way, your mag rocks, but that fluke was very disapointing.

Colin Moore
Burnet, TX

On the "Next Month" page of every *Expert Gamer* there's a small disclaimer warning readers that "all editorial content is subject to change." Although we like to think that we make good on our promises, sometimes there's matters that are out of our control, and that's why we have to remind everybody that last minute changes are possible. As for Zelda, though? Don't worry about it, Colin. It was a fluke.

Sega's Fate

Dear Expert Gamer,

If Sega is going to abandon the Dreamcast by becoming a third party developer, will it also stop making arcade games?

Justin Obana
Dallas, Texas

Oh, certainly not. Sega's simply getting out of the hardware business, that's all. It will still bring us plenty of top-notch arcade titles.

Expert Gamer #100?

Dear Expert Gamer,

I know the 100th issue of *XG* is kind of far away, but are there any special plans for the issue?

Mike Skerjan
Address Withheld

Well, uh, funny thing, that. In case you haven't heard by now, this is the last issue of *XG*. Next month, we become the cool new mag, *GameNOW*. Since *XG* #100 will in reality be *GameNOW* #12, there's probably not going to be anything overly special in it. However, some of our issue #100 ideas (like our retrospective and our "What If?" blowout) have been used in this, the final *XG*.

Letter of the Month



If it weren't completely libelous and irresponsible, we'd completely agree with some readers' opinions that other game mag writers are no-talent zombies with hardly a sense of humor.

Your Mag Rocks!

Dear Expert Gamer,

First of all, I want to congratulate you guys on doing such a great job with your magazine. Of all of the other video game magazines out there, I like *Expert Gamer* best. You guys aren't just a bunch of mindless zombie writers who just write nothing but the facts (although the facts that you do write about are quite wonderful). You have a sense of humor, and I respect that. You guys seem to be cool. Anyway, I just wanted to say this to you people and I hope to hear from you guys in next month's magazine.

Name Withheld
Ruyalex@cs.com

Oh, dear Ruyalex, if only you knew the bittersweet tears that your loving letter brought to the eyes of the gentle *Expert Gamer* staff. We're glad that at least one person out there appreciates our off-kilter brand of humor and *Simpsons* references. In fact, since you care so much to write in, why don't you go ahead and assume that we cracked all those fun jokes especially for you.

It's ironic that you choose to write in now looking forward to next month's issue. Actually, it may just be a coincidence—we always get coincidence confused with irony. As you may have heard by now, this is the last issue of *XG* as we know it. Next month, we're becoming *GameNOW*. Fret not, gentle reader, our wacky sense of humor and "School's Out" sensibility will continue to shine in the new mag—we'll just have more room to be creative with the funny stuff. So thanks a lot for the compliments, and we'll see you in...

GAMENOW



Our friend at Ruyalex@cs.com won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!



No, you cannot revive Aeris by playing through Final Fantasy VIII eight times.

Original GBA Games

Dear Expert Gamer,

When will the Game Boy Advance come out with some original titles? So far, all I've seen are ports or sequels to old Sega, NES and PlayStation games. I mean, that's fine, but I bought a GBA for its ability to make awesome looking games that are new, and not old. Is anything good coming out soon? Anything new? Thanks!

Darius Jutzi
Lemont, IL.

OK, as much as we love the Game Boy Advance, we will admit that the first batch of games has had a lot of ports and remakes. Sure, they're great games, but we know where you're coming from. What can we say other than, "Give it time?" At launch, most systems are a little slow with the releasing of the games. The GBA was able to avoid that trend with all the quality ports. Now that it's an established machine, it's just a matter of time before more original games come about. We got a good feeling that it'll be worth the wait.

Not Again!

Dear Expert Gamer,

I was just wondering how many letters do you get regarding THE question of the late 90's: How to revive Aeris in Final Fantasy VII?

Name Withheld
KimoSabeX@aol.com

We get a lot more than we would expect at this point in the game's existence. As much as we like to make fun of this persistent rumor, it just keeps popping up no matter how often we disprove it.

Dead Aeris Sketch

Dear Expert Gamer,

In the August issue of *XG*, you said you could revive Final Fantasy VII's Aeris by beaming a secret code to my PlayStation memory card from your magazine's satellite in outer space. I didn't realize that the PlayStation memory card could receive satellite transmissions. Is this true, or are you messing with an immature kid?

Name Withheld
squarefan85@hotmail.com

You see what we mean? We crack a joke about *Expert Gamer* having a orbiting satellite that beams save games into PlayStation memory cards to revive Aeris, and someone actually believes it. YOU CAN'T SAVE AERIS, PEOPLE! This Aeris is no more. She has ceased to be. She's expired and gone to meet her maker. This is a late Aeris. She's a stiff. Bereft of life, she rests in peace. If you hadn't dumped her in a lake, she would be pushing up the daisies. She's rung down the curtain and joined the choir invisible. This is an ex-Aeris!

Ooh! Burn!

Dear Expert Gamer,

I heard that you can burn Dreamcast games off the internet, but I can't figure out how to do it. Could you guys help me out or suggest a good web site that can?

Name Withheld
logue9@hotmail.com

When you say "burn," we can only assume that you're using the word in the same way that it was used back when we were in junior high. Going by that logic, we take your letter to mean that you wish to insult Dreamcast games. May we suggest such burns as, "Sega's gonna stop making games for you." or, "Dude, your VMU's batteries die so quick." To make the insults that much more hurtful, be sure to follow them with the cry, "Burn!" As for web sites to help with your system insulting needs, we're stumped. Is there a www.dreamcastinsult.com?

No Import for You!

Dear Expert Gamer,

Can I play Japanese games on the PS2 without a mod-chip?

Amir Abdu
AmirCool13@aol.com

Simply put, the answer is no. Sadly, even the mod chips that we've seen in action didn't play imports well (if at all). We're just gonna have to wait before we can start importing PS2 games.

Expansion Question

Dear Expert Gamer,

Is the Expansion Pak for Nintendo 64 really useful, or was it just a fancy cartridge made just for a cheap dollar?

Name Withheld
piccolo243@aol.com

Although there were not a whole lot of games that used it, the Expansion Pak was a useful little add-on for the N64. Some games, like Star Wars: Rogue Squadron, could be played in a great-looking hi-res mode with the cart, and others, like Donkey Kong 64 or The Legend of Zelda: Majora's Mask, benefitted in the form of more and higher quality textures.

Web Site Pick of the Month

www.SNPP.com

By now it's no secret that the guys at *XG* are big fans of *The Simpsons*. Whenever we need to find info on the show or verify a quote, we head to The Simpsons Archive. SNPP (Springfield Nuclear Power Plant) has hundreds of lists, FAQs, news articles and guides about the show, as well as "episode capsules" that contain cross-references with other episodes, reviews, "freeze-frame fun," the entire script to the episode and other assorted goodies. If you like *The Simpsons* as much as we do, you gotta check out www.snpp.com.



U.S. Top 10

THE 10 BEST-SELLING GAMES OF JULY

1. **Gran Turismo 3: A-spec** (SCEA/PS2)
2. **Pokémon Crystal** (Nintendo/GB)
3. **Super Mario Advance** (Nintendo/GBA)
4. **NBA Street** (EA/PS2)
5. **NCAA Football 2002** (EA/PS2)
6. **Sonic Adventure 2** (Sega/DC)
7. **Tony Hawk's Pro Skater 2** (Activision/GBA)
8. **Twisted Metal: Black** (SCEA/PS2)
9. **Final Fantasy Chronicles** (Square/PS)
10. **Oracle of Ages/Seasons** (Nintendo/GBC)

Japan Top 10

JAPAN'S 10 BEST FROM 7/30 TO 8/5

1. **Golden Sun** (Nintendo/GBA)
2. **Everyone's Golf 3** (SCE/PS2)
3. **From TV Animation One Piece** (Bandai/PS)
4. **Final Fantasy X** (Square/PS2)
5. **Summon Knight 2** (Banpresto/PS)
6. **Mario Kart Advance** (Nintendo/GBA)
7. **Bakuten Shoot Bay Blade** (Broccoli/GB)
8. **Pendant Densetsu** (Mozosu/PS)
9. **Gran Turismo 3** (SCE/PS)
10. **Animal Forest** (Nintendo/N64)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (AUGUST)

1. **Gran Turismo 3: A-spec** (SCEA/PS2)
2. **Twisted Metal: Black** (SCEA/PS2)
3. **Mario Kart Super Circuit** (Nintendo/GBA)
4. **Bomberman Online** (Sega/DC)
5. **Klonoa 2** (Namco/PS2)
6. **NBA Street** (EA Big/PS2)
7. **Escape from Monkey Island** (LucasArts/PS2)
8. **Dragon Warrior III** (Enix/GBC)
9. **NFL 2K1** (Sega/DC)
10. **Final Fantasy X** (Square/PS2)

SOURCES: *NPD TRSTS Video Games Service* (U.S. Top 10); *Weekly Famitsu Magazine* (Japan Top 10)

Coming Soon

GAMECUBE

Fall/Winter 2001

- **Pikmin** (Nintendo)
- **Eternal Darkness** (Nintendo)
- **Star Fox Adventures: Dinosaur Planet** (Nintendo)
- **Madden NFL 2002** (EA Sports)

XBOX

Fall/Winter 2001

- **Star Wars Starfighter: Special Edition** (LucasArts)
- **TransWorld Snowboarding** (Infogrames)

PLAYSTATION 2

Fall/Winter 2001

- **Devil May Cry** (Capcom)
- **WWF SmackDown! Just Bring It** (THQ)
- **Police 911** (Konami)
- **The Simpsons: Road Rage** (EA)

GAME BOY ADVANCE

Fall/Winter 2001

- **Lego Bionicle: Tales of the Tohunga** (Lego Media)
- **Wario Land 4** (Nintendo)
- **Diddy Kong Pilot** (Nintendo)

DREAMCAST

Fall/Winter 2001

- **ToeJam and Earl III** (Sega)
- **NBA 2K2** (Sega)

PLAYSTATION

Fall/Winter 2001

- **Harry Potter and the Sorcerer's Stone** (EA)



Kicky tries to show up Choppy by wearing an $800 shirt (Choppy only has a $500 shirt), but Choppy's Mighty Chops win every time.

Cheers for Choppy

Dear Expert Gamer,

I recently bought a N64 DexDrive so I could download Choppy McChopp, but you guys never said where to get him. Please help!

Adam
evilone106@hotmail.com

'Eeeeeeyyyyy! Everyone wants to know about Choppy, and quite frankly, we can't blame you. This lovable New York wrestler (of Scottish descent) has captured the hearts and imaginations of all who have seen him. All, that is, except for his villainous, arm-hating rival, Kicky McKickk. If you want to download Choppy for your own use (and all the XG editors as well), check out http://www.raverpants.com/slim/xg/files.html.

Duplicate Guides

Dear Expert Gamer,

I was very disappointed to see the exact same article on GT3 appear in the pages of the August issues of *Expert Gamer* and *Official PlayStation Magazine*. Does Sony give you guys a pre-approved template of what they want you to say about their products, or is there some other reason why two different magazines printed the same article?

Name Withheld
mknomad5@hotmail.com

No, Sony doesn't have any say as to what we run in our magazine. Actually, as you may or may not know, *Expert Gamer*, *OPM* and *EGM* are all Ziff Davis publications and are published out of the same office. Since the folks at *OPM* know that *XG* has the best strategy out there, they occasionally ask if they can reprint our guides. If you'll look just to the left of the GT3 guide in the August issue of *OPM*, you'll notice the lovely *XG* logo with a special thanks to us for providing them with tricks and strategy. In exchange for our guides, the *OPM* editors pass along any extra pictures of the many, many hot models that they run in their magazine.

Frampton Fan

Dear Expert Gamer,

What ever happened to Resident Evil Zero for the N64? Also, when is someone going to make a game starring Peter Frampton? Thanks.

Dirty Hobo
Mukwonago, WI

Resident Evil Zero was proving too ambitious for the N64, so Capcom wisely decided to cancel the 64-bit version in favor of bringing the game out for the GameCube. We're convinced that we'll be glad that Capcom made this choice once we finally see the game. As for making Peter Frampton come alive on a video game system, we have come up with a game where you play as the members of Sonic Youth, attempting to steal watermelon out of Peter's cooler. Does any brave third-party company out there want to publish this sure-fire hit?

Dodging Dodge Ball

Dear Expert Gamer,

I can't find Super Dodge Ball Advance for GBA anywhere. I've even been to out-of-state stores. Have they stopped producing the game? Please help.

Name Withheld
printkidz@aol.com

Well, pal, either you're not looking hard enough or every store near you must be out of stock. Atlus (the company that makes the game) certainly hasn't stopped producing this fine game, so you may just have to wait until your local stores restock. If you're getting really desperate, however, check out some online stores like www.ebgames.com or www.gamestop.com.

Wanna Buy a Bridge?

Dear Expert Gamer,

I have been searching for a way to revive Aeris for several years. I've tried numerous button codes, GameShark codes and cheat strategies to no avail, but now I've finally discovered it! I was wondering if you guys at *Expert Gamer* would buy it off me?

Thomas Fox
kirmugin2000@yahoo.com

Didn't we just finish talking about this? Yeah, sure thing, Tom, we'll take it. Our check's in the mail. We hope it doesn't get lost...

Letter Art

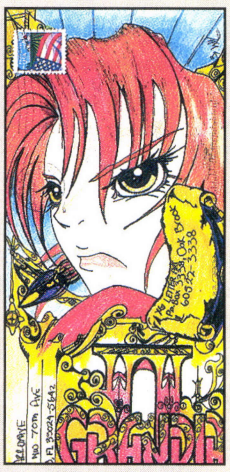
Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*

WINNER:

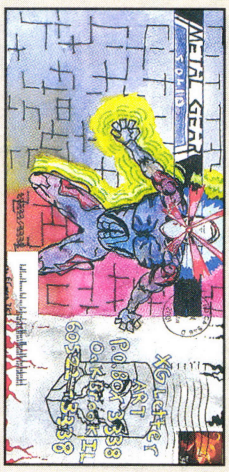


Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: *XG* Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@ziffdavis.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

Bryan Villagonzalo of Long Beach, CA, wins an Agetec Specialized Control Pad for the Sony PlayStation. Way to go, Bryan.



Will Arroyaye
Hollywood, FL

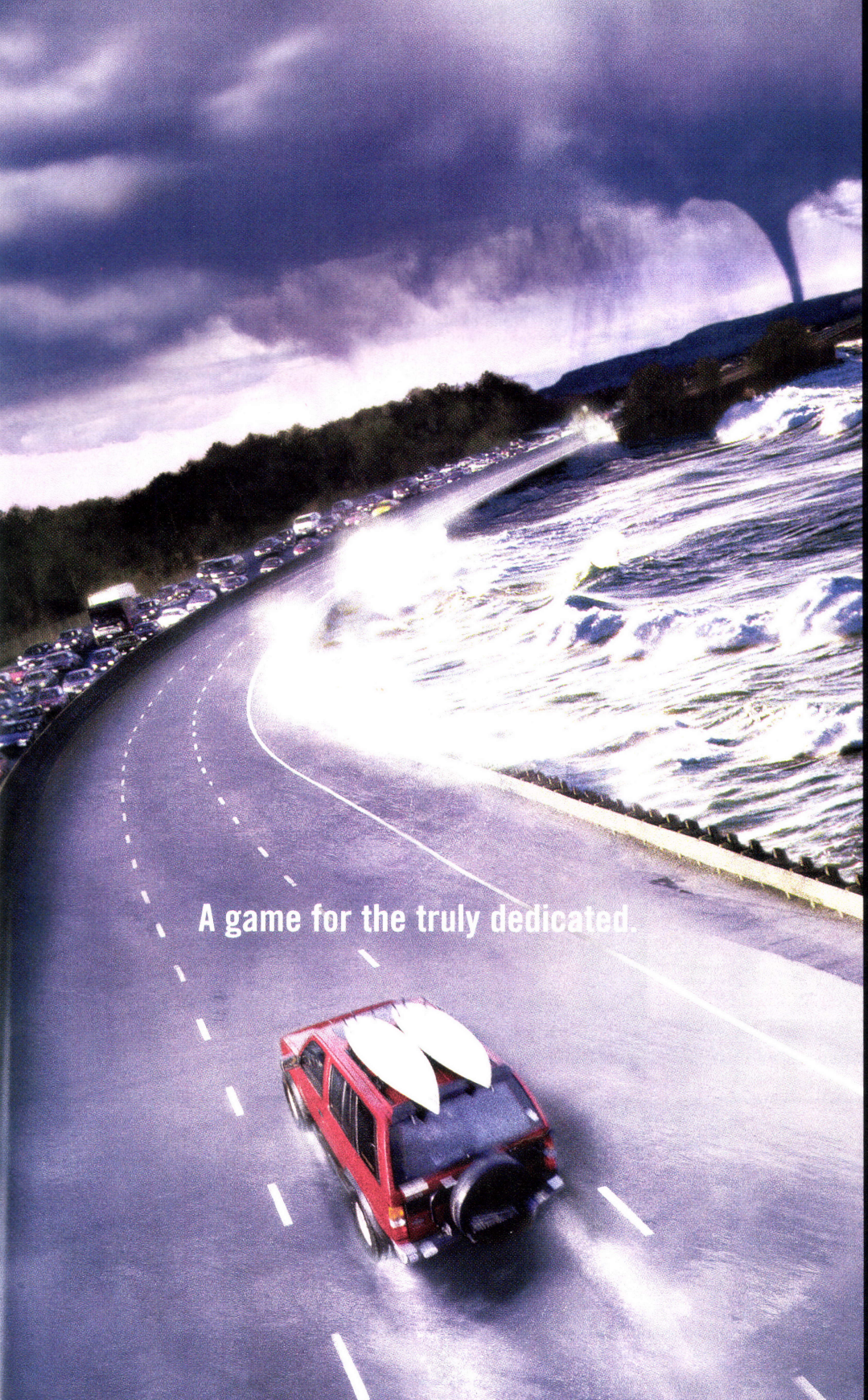


Hugo Corro
St. Helena, CA



Katie Desousa
New Market, NB, Canada

** Or at least get you in the magazine and win a controller from Agetec (FIRST PRIZE ONLY)!*











From Pipeline to Tavarua. Drop into 30 of the world's sweetest breaks with 13 of the world's top surfers. Use the moves that made them famous as you shred an endless set of the most realistic waves to ever grace a video game. Immerse yourself.

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XG's Wacked-Out Letter Art

One of the more fun aspects about working at a video game magazine is checking out all the cool letter art that our readers send in. Occasionally, as we're flipping through the stacks of mail, checking out the latest pieces of Final Fantasy, Metal Gear Solid or (shudder) Dragonball art, we stumble across something that makes our blood run cold; something that makes us pause for a moment and examine the envelope further. Our stares are not the stares of an appreciative art fan, however; they're stares of horror. We get some of the most bizarre artwork that anyone has ever seen. As disturbing as this stuff can get, it's even creepier when it's drawn by a little kid. We present this art to you as a cautionary warning. Be afraid, folks.

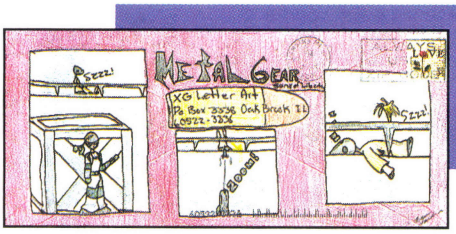
Hurting Small Animals...

The First Warning Signs
It's a known fact that most serial killers get their start by torturing small animals. That said, we've been getting a fairly large batch of letter art featuring the, well...torturing of small animals.

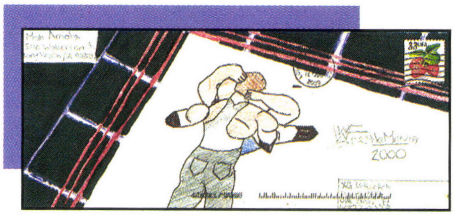
Pikachu, No!
For every piece of mail that we get from someone who loves Pokémon, we seem to get another piece from someone who hates the lovable little critters. Why can't gamers put aside their differences and unite in Poké-harmony?





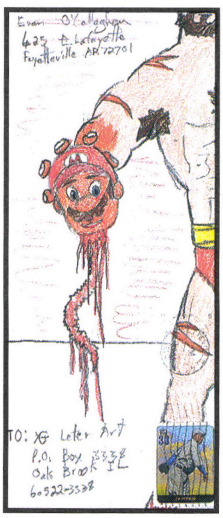


You're in Trouble, Snake
It doesn't really take a whiz to see why we think this piece of letter art is number one. As you can see, Snake is making a big splash with the enemy guard. After dispatching the guard, the pressure is off and Snake can get some relief.



Position #45 in the Kama Sutra
Yes, we know this is supposed to be a picture of two wrestlers duking it out. To the discerning eye, though, it may in fact be that the two fighters are making up. These man-tastic guys need to get a room!

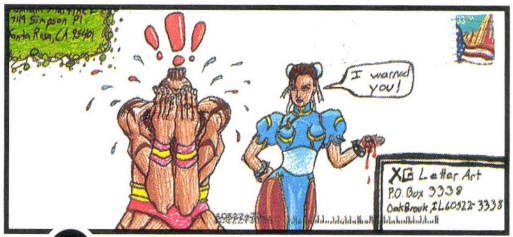
Body Parts A-Go-Go

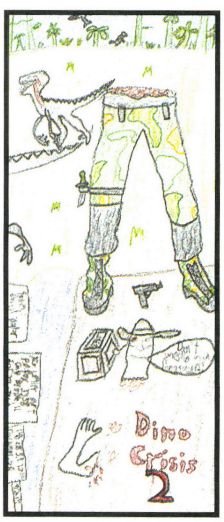


Fountains of Blood!
Aside from those squeamish freaks, who doesn't enjoy a little bloodshedding now and again? These disturbing letters inspired this section to begin with. Nothing says "I love you" like a nice decapitation. In fact, our research shows that fatalities amongst video game characters is at an all new high. An interesting trend of late is the appearance of Zangief in a large number of letters. Maybe the readers know something we don't?

Strange Omission
Call it over-stimulation, but for some strange reason, we never get any artwork depicting Mortal Kombat characters ripping each other out. This lends credence to the theory that violent games do not make kids violent, toned-down kiddie games do.

(Left) Mario's severed head, compliments of our favorite Russian. (Bottom Right) Zangief gets what's coming to him—guess he didn't listen to Chun LI's warning... (Far Right) The caption on this letter says it all: "Don't wrestle with dinosaurs." Notice how clean the kill was? The torso and legs are perfectly erect while the head is happily spouting its last words of advice.





Kick Some Rusty Metal Butt!



PlayStation.2

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TEEN T CONTENT RATED BY ESRB

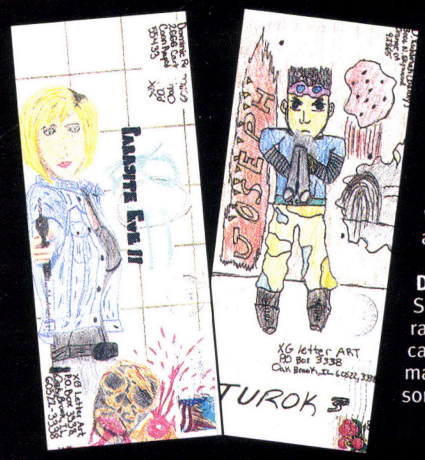
Animated Violence

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Guns, Guns, Guns...

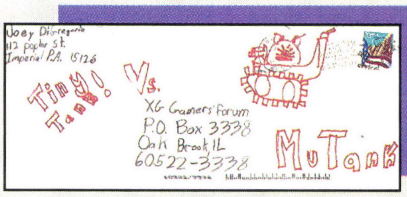
Lock and Load, Kiddies
As a responsible publication, it's our job not to advocate gun usage with our younger readers. This being said, it sure ain't our fault that we get a lot of crudely-drawn gun-lovin' letter art from the kids.

Do Ratings Actually Work?
Sometimes we have to wonder if those darned rating on games work. Why? When readers who can barely hold a crayon send in a picture of man blasting a shotgun at someone, we think something's a bit wrong.

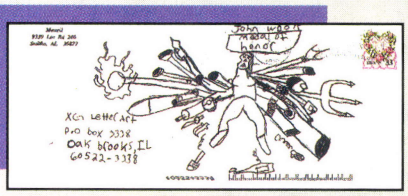
Seeing in Black & White

Look Ma, No Color!
Although you may think that simple line drawings cannot possibly be as bizarre as full-fledged pieces of art, nothing could be further from the truth. We've gotten everything from Fear Effect 2: Retro Helix scribbled on kindergarten-style writing paper to Tenchu: Stealth Assassins rendered completely in crayon. The following are the best of the worst in black and white.

At Least There's No Blood
Line drawing tends to inspire would-be artists to draw stick figures and the like. These letters have a tone all their own. They're not gory; they're just... wrong.



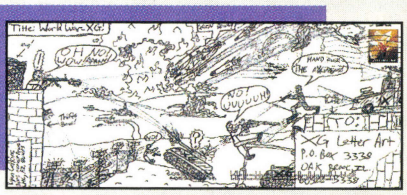
Approximate Age of Artist: 4-5
He probably can't properly pronounce "spaghetti," but this toddler has crafted a fairly serviceable weapon of mass destruction from his imagination. Good times.



Approximate Age of Artist: 6-7
The little tyke that drew this piece has included all manner of weapons, from flamethrowers to tridents. We're sure his people skills are superlative.



Approximate age of Artist: 10-12
Crank of the insanity with this piece, which has art on both sides. Our favorite part is where Shaggy (who features an AC/DC tattoo on his hair) asks if Velma is drunk...

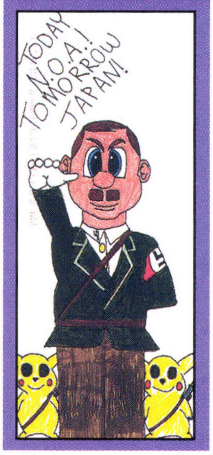


Approximate Age of Artist: 8-10
This piece takes the cake. Sure, *XG* is a great magazine, but waging a full scale war over a stolen copy might be going too far. That notwithstanding, the XG burning helicopter is a nice touch.

Random Madness

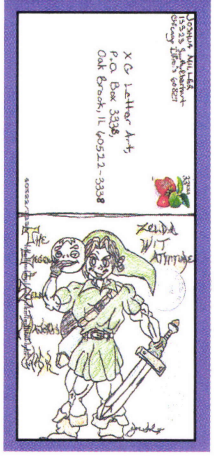
The Creme de la Creepy
These are the last few letter art examples that help illustrate the sheer madness that we have to put up with every batch of new letters. For every Dragonball or Final Fantasy drawing we get, we'll find a gem like one of these in our bin.

The Nintendo Socialist Party



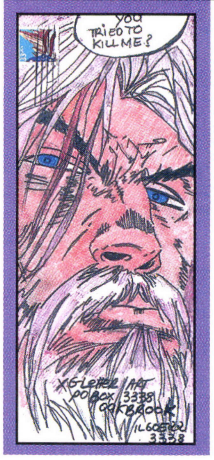
Man, oh man. Now, we know that there are people out there who don't like Nintendo. Although we at *XG* love all game companies equally, we can understand their feelings. But come *on*! Mario as Hitler? Pikachus as his Nazi soldiers? This is really, really messed up. It's horribly wrong, and quite frankly, it creeps us out.

It's Not His Fault



See, the thing about Link is that he's not some buffed-up action hero. He's just this likable elfin kid who is good at saving the world. Apparently, that's all changed now that Link has decided to work out—way too much. Pity poor Zelda, who actually has to touch Link's nasty, leathery body.

A Threat, or Something More?



So there's this old guy. He's really in our faces. He's accusing us of trying to kill him. Who is this guy? He looks like God. We sure didn't try to kill any old guy. We're certainly not dumb enough to try to kill God. Why did this guy send us this threatening letter? Is it some sort of warning? We're slightly concerned.

File This Under the Well-Endowed Gorilla Department

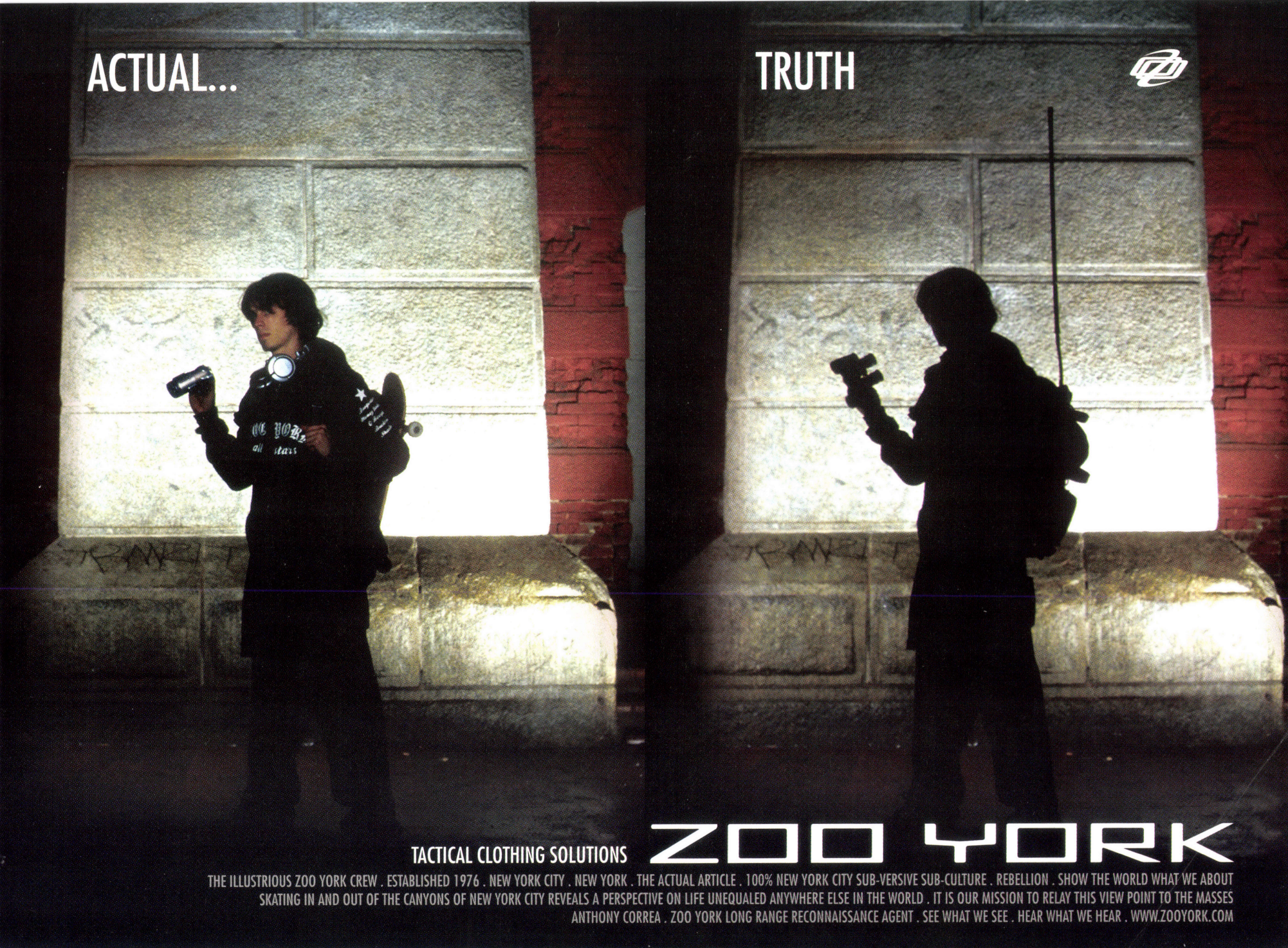


Sometimes innocent pieces of art are drawn, well... a little bit unusually. Maybe we're just a bunch of perverts looking for something that is missing from our misguided lives. Maybe we've just been playing too much Tomb Raider. Naaaah, that Donkey Kong's got some big, er... coconuts.

Not Disturbing Per Se, but...

Hey, we love Tetris just as much as the next guy. It's one of the best games ever—how could we not love it? But Tetris letter art? It's a bunch of squares! Good game—not so good letter art subject. Still, we like this piece because it's so original.




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WHAT IF...

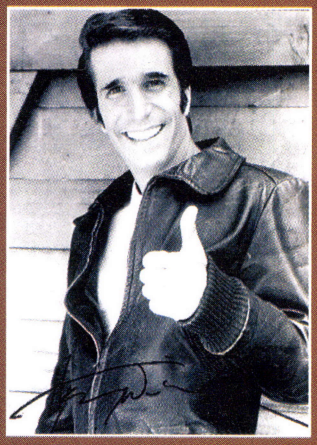
The What If? king were actually an accomplished musician?



Gather round, party people, 'cuz DJ Giuseppe is in the house! Spinning a collection of PSone memory cards comprised entirely of cutting-edge electronic, techno and trance music, the Autuer from Amsterdam has been known to milk the MTV Music Generator for everything it's worth. We don't at all mind if the music is just a series of overlapping drum loops. It's got rhythm, and you can dance to it.

WHAT IF...

Giuseppe was the connsumate lady's man?



The trip to the *XG* mailbox on February 14, 2000, was a very special day. Among the regular stacks of reader mail and tricks suggestions we received a Valentine's care package from non other than the Love God of Holland, Giuseppe Contelli. Among its contents were some "Lovers' Dice," pics of Giuseppe in a very fetching *Expert Gamer* T-shirt, a CD of romantic new age music and a Valentine.

WHAT IF?

PONDERINGS OF THE BIZARRE



"What If" was a regular feature that ran in our magazine's Gamer's Forum section from *EGM²* #1 until *Expert Gamer* #61. In this section, readers would send in "What If" scenarios relating to video games or the video game industry. One reader, Giuseppe Contelli of Amsterdam, Holland, loves What Ifs so much, that he continues to send them in to this very day—a long, long time after we stopped printing them. Although his early What Ifs made as much sense as any of the other entries at the time, as the years progressed, they began to grow more and more nonsensical. We've grown quite attached to Giuseppe's What Ifs over the years, and now we want to give something back. Here you go, Giuseppe; this is your time to shine. Thanks for all the laughs.

ALL NINTENDO, ALL THE TIME

- WHAT IF PIT FROM KID ICARUS RETURNED IN CHEWING GUM BOWLING?
- WHAT IF GRUNTY WORKED AT A KEYSHOP? (GRUNTY: "CHEEKY KEY, WORK FOR ME!!! HEHE")
- WHAT IF THE GAMEBOY ADVANCE COULD KILL SHARKS ON SEA? (STILL LIFE SHARKS!)

LONG 'N' CRAZY

- WHAT IF TONY HAWK SET UP A HALF PIPE IN SMASH BROS MELEE CALLED UP-YOU-GO AND THE JET GRIND RADIO GANG COULD ONLY MAKE 1-UP?
- WHAT IF THE RPG MAKER WOKE UP IN JAIL AND LEARNED THE CIRCUIT BREAKER INSTEAD OF THE JAIL BREAKER?
- WHAT IF PAPER MARIO CHALLENGED PAPERBOY IN EXCITEBIKE AND WALUIGI KISSED THE WINNER WHILE HE IS WEARING THE GREAT FAIRY'S MASK?
- WHAT IF BRIAN (QUEST64) TOOK OVER THE EVIL PIANO FROM MARIO64 AND WENT TO DRAGON QUEST VII?
- WHAT IF THEY MADE A SNOOKER VERSION OF POKEMON ATTACK? (NEVER THROW A COIN IN ROBOTNIK'S MEAN BEAN MACHINE!)

THE GAMING MELTING POT

- WHAT IF SONIC HAD TO SCRUB WALUIGI'S FEET FOR THE DOLPHIN MARIO?
- WHAT IF SOLID SNAKE BOUGHT APE ESCAPE'S NET TO CATCH SOME CROCODILES IN THE WATERS OF FROGGER?
- WHAT IF LEMMINGS CAUGHT THE BABY METROID WITH THEIR TRUSTY JAVELIN?
- WHAT IF WHACK-A-MOLE TOOK OVER DEEP FIGHTER ON THE DREAMCAST?
- WHAT IF BURGER TIME SQUASHED TRACK & FIELD? (NEW RECORD)
- WHAT IF YOU DON'T KNOW JACK 2 FOR THE PS2 WAS YOU CAN PLAY AS LUIGI?

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YOU DON'T HAVE TO PRETEND ANY MORE.

Gallop Racer 2001 is so realistic that you don't have to get your fingernails dirty to feel like you're in the race. Feel the burn in your legs, the pounding of your heart and the wind in your face as you compete against other horses and players. Battle against the forces of nature as you race through snow, rain and mud during the day and at night. Play as a tournament jockey, master breeder, or betting spectator in the stands. With an all-new gambling feature, Gallop Racer 2001 puts you into the game!

Gallop Racer® 2001

EVERYONE E GAMBLING CONTENT RATED BY ESRB

For more information, go to www.tecmoinc.com

Gallop Racer®2001 Tecmo, LTD. 2000, 2001. Tecmo, Inc. PMB#5553 21213-B Hawthorne Blvd., Torrance, CA 90503 p (310) 944-5005 f (310) 944-3344 "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

PlayStation®2

WHAT IF...

Giuseppe were a member of the staff?

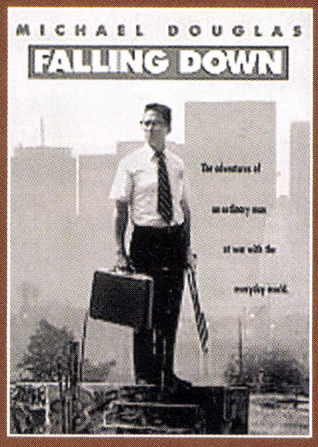
EXPERT GAMER

EDITORIAL	
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What If? Editor	Giuseppe Contelli
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Senior Art Director	Carey Wise
Associate Art Directors	Dave Malec · Mark Manzo
TOKYO BUREAU	
Japanese Correspondent	Yutaka Ohbuchi

We're beginning to think that Giuseppe deserves a spot on our masthead. To date, Gusippe's What Ifs have appared in EGM² #21, EGM² #24, EGM² #26, EGM² #28, EGM² #30, EGM² #33, EGM² #35, EGM² #38, EGM² #40, Expert Gamer #54 and Expert Gamer #88. That's 11 issues, people! To put things in perspective, Kenneth Miller, our newest editor, has only worked on 15 issues.

WHAT IF...

A certain someone had acess to a real-life "Doom Backpack"?



Despite the fact that the What If? section was killed more than 27 issues ago, Giuseppe still sends a weekly, sometimes bi-weekly, update of a What If? list that's getting into the thousands. Now this is pure speculation, and we have no way of proving it, but we're pretty sure that our friend in Holland is going to crack like an egg when he finds out that this is the last issue of *Expert Gamer*.

SLIGHTLY DISTURBING

DISTURBING — CONTENT RATED BY XGRB

- WHAT IF MARIO HAD TO REPLACE ONE OF THE LOST VIKINGS AND HIS REWARD WAS A CUP OF LUIGI'S BLOOD?
- WHAT IF WALUIGI WARPED TO THE MUSHROOM KINGDOM AND GOT INTO A WEDDING WITH ONE OF BOWSER'S BODY BAGS FROM SUPER MARIO BROS?
- WHAT IF PAC-MAN GOT THE ELECTRIC CHAIR AND DONKEY KONG GOT ATOP OF HIM?
- WHAT IF THE SIXTH SENSE WAS LUIGI'S INNOCENCE?
- WHAT IF AKUJI TURNED POKEMON SNAP INTO PIXIE DUST? ("HEY PIKACHU, DANCE WITH THE DEVIL!")

ADULTS ONLY

ADULTS ONLY — CONTENT RATED BY XGRB

- WHAT IF MARIO DID SLEEP WITH LARA IN LUIGI'S MANSION? (LUIGI: "SLEEP? PLAY MY GAME!")
- WHAT IF BULLET BILL DID ATTRACT JOANNA DARK AND SHE READS THE INSCRIPTION, "I AM IN LOVE WITH YOURS'" ON HIM?
- WHAT IF METAL SLUG GOT NAKED IN PAPER MARIO AND DUKE HAD TO PLAY AS THE MARIO ARTIST?
- WHAT IF IRONSWORD DID SUCK IN FABIO?

ALA RALPH WIGGUM

RALPH WIGGUM — CONTENT RATED BY XGRB

- WHAT IF MARIO'S PICROSS HAD TO REPLACE THE CROSS IN CHRONO CROSS AFTER GARLIC GREW ON THE CROSS? (NOW I BET DRACULA BECOMES A PLUMBER!)
- WHAT IF GARGAMEL'S CASTLE WAS A CASTLE IN CASTLEVANIA WHERE SMURFS REPLACED BLUE MAGIC?

TOILET HUMOR

TOILET — CONTENT RATED BY XGRB

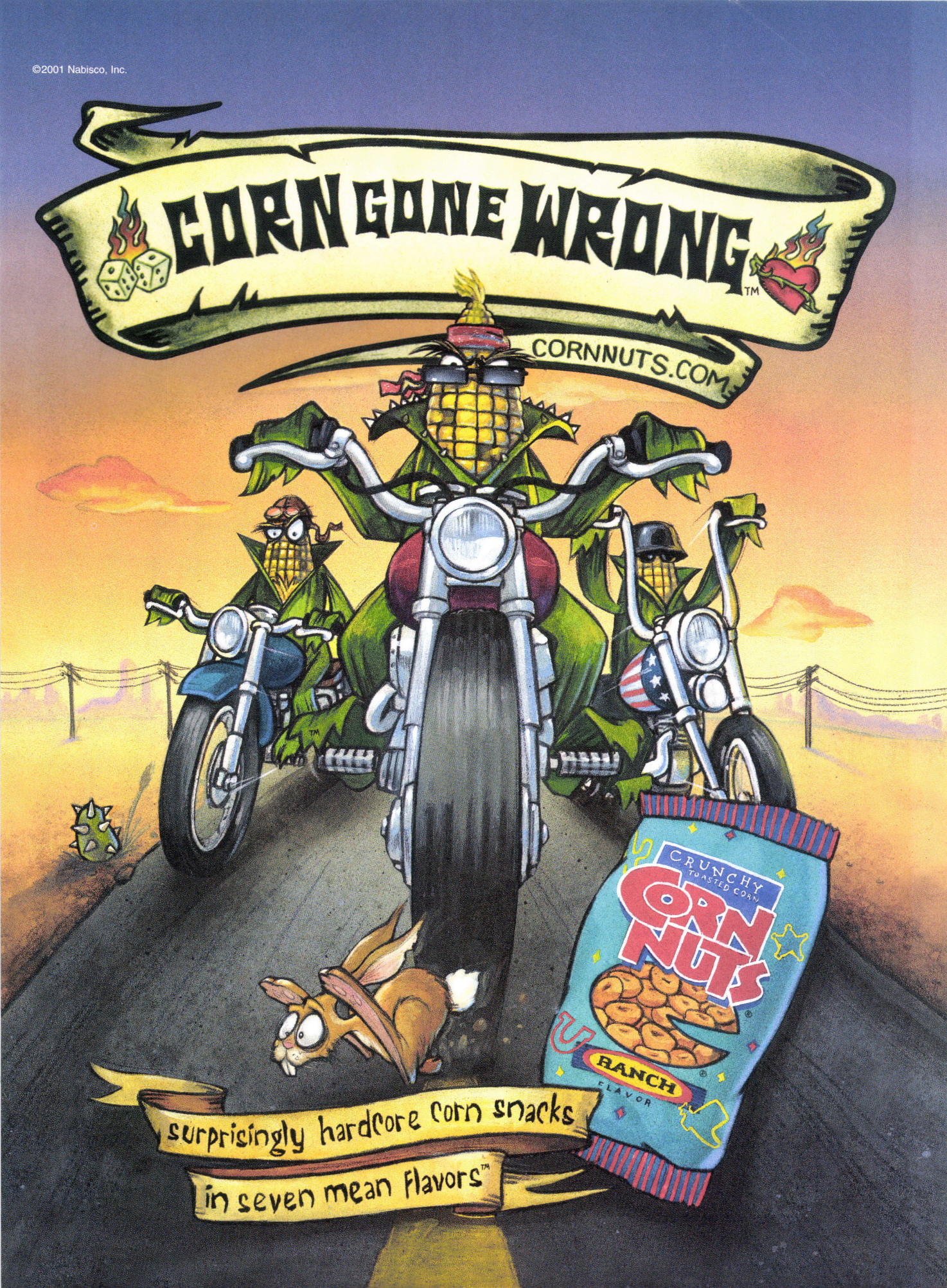
- WHAT IF WALUIGI WENT TO THE GAMECUBE ZELDA AND PEED THE BOTTLES? (NEVER HAVE AN EMPTY BOTTLE AGAIN!)
- WHAT IF MEAT WENT TO THE TOILETS? (NOW LOOK AT ME.)
- WHAT IF MICRO MACHINES RACED IN BOOGERMAN'S HOUSE AND HAD TO GO TO THE TOILET?

WTF?!?!

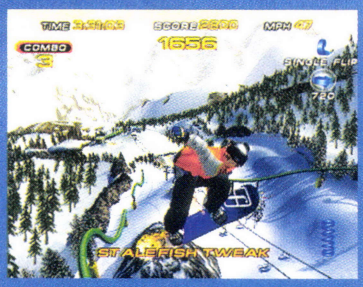
CONFUSING — CONTENT RATED BY XGRB

- WHAT IF SAMBA DE AMIGO DID PREFER THE DOOM BACKPACK?
- WHAT IF YOU COULD PLAY AS A FRENCH BREAD IN THE LATEST R-TYPE?
- WHAT IF JAMES POND PLAYED AS A HISTORICAL FISH IN DINO CRISIS 2?
- WHAT IF THE SPIRIT OF DOOM WAS NAMED WOODPECKER?
- WHAT IF MARIO AND LUIGI PLAYED DOUBLE DRAGON WEARING SUSHI-X'S MOST FAVORITE DRESS AND HAD TO CLIMB WORN TO DEATH MOUNTAIN?
- WHAT IF THE BOAT FROM JAWS WANTED TO WRITE A BOOK OVER THE MONSTER OF LOCH NESS AND NEEDED THE KRAKEN'S INKJETS?
- WHAT IF THE MAGAZINE EGM WAS SHAPED LIKE A FOOT?

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PlayStation.2
MasterCraft
EVERYONE
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NACS Triple Crown SNOWBOARDING
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Jeremy Jones casually tweaks a switch 1440 stalefish over a 70 foot+ cliff band.



Amateur rider Trent covers huge distance with this late 180 tail grab in Canada.

Winter. It's just better.



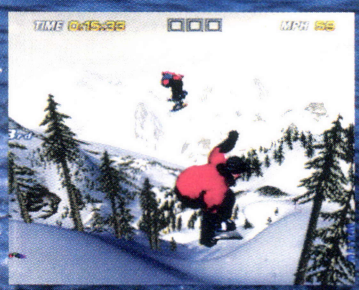
Blinding speeds and endless combinations are Tara Dakides key to boardercross.

Cool Boarders® 2001. Ride massive arcade style courses against real world class pros like Todd Richards, Tara Dakides, Kevin Jones and Michele Taggart. Rest up. It's gonna be a long season.

CoolBoarders® 2001



Todd Richards gets big style points with this inverted backside 180 in the Highland Half Pipe.



Kevin Jones grabbing stalefish over powder transitions.

Die Cast Futurama Toys



The new die casts include Hermes, Dr. Zoidberg, Amy, Nibbler and the mighty wrestler, Gender Bender.



How Fitting...
It only makes sense that company making the best *Futurama* toys would be named Rocket USA...

More Die Casts
This fall, to complement its re-release of its popular *Futurama* die cast toys, Rocket USA will be releasing a new series. The toys will be released in packages of two, which means you can pick up Hermes and Nibbler or Amy and Dr. Zoidberg for about $12.

Tin Toy Wind-Ups
A new 8.5 inch "Gender" Bender wind-up toy (there's also a wind-up Nibbler) will be coming out soon. Look for the hysterical Gender Bender in early October. And in November, look out for a wind-up version of the Police officer URL. Rocket USA's Tin Toy Wind-ups retail for about $25.

Announcing *The Simpsons*!
FOX recently granted Rocket USA a license for *The Simpsons*, so you should be seeing die cast versions of Homer and friends some time in 2002. We can't wait!

Availability
Check out Tower Records, Musicland, comic book stores and online at www.rocketusa.com.

International GAMER

how to be an IMPORT JUNKIE

The XG : Marathon- Unlimited Rentals

How Many Games Can You Beat in a Month?
Unlimited rental programs allow you to pay a monthly fee for as many games or DVDs as you can rent. The faster you use and return a rental, the sooner you receive the next one. How can you tell if this is right for you? If you agree with any of the following, joining a rental program might be the thing for you.

1. I wish I had access to more import CD games.
2. I prefer to keep rental games longer than three to five days.
3. Late fees are part of my monthly budget.
4. Getting to the rental store is a hassle.

Running the Numbers
We averaged four games a month of the $17 per month plan at Redoctane.com. DVD rentals at $20 yielded about nine movies per month. A person renting one game a week at the local Blockbuster (sans discounts) would pay about $23 each month. If you buy one game a month for about $40-50, well, we hope it was money well spent.

Long Distance Relationships
Because the rentals come to your mailbox, how far you live from the company can be factor in how long it will take for a game to arrive. Programs can't guarantee delivery dates, but you can usually expect a package within three to four business days of your order.

Many Choices
Each site offers different levels of service based on your tastes and game playing habits. If you think you know yourself pretty well, you can customize how often new rentals arrive or increase the number of games that you can rent.

No More Late Fees!
The best thing about online rental services, apart from wasting time in brick and mortar operations, is that you never have to pay a late fee.



How Do They Stack Up?

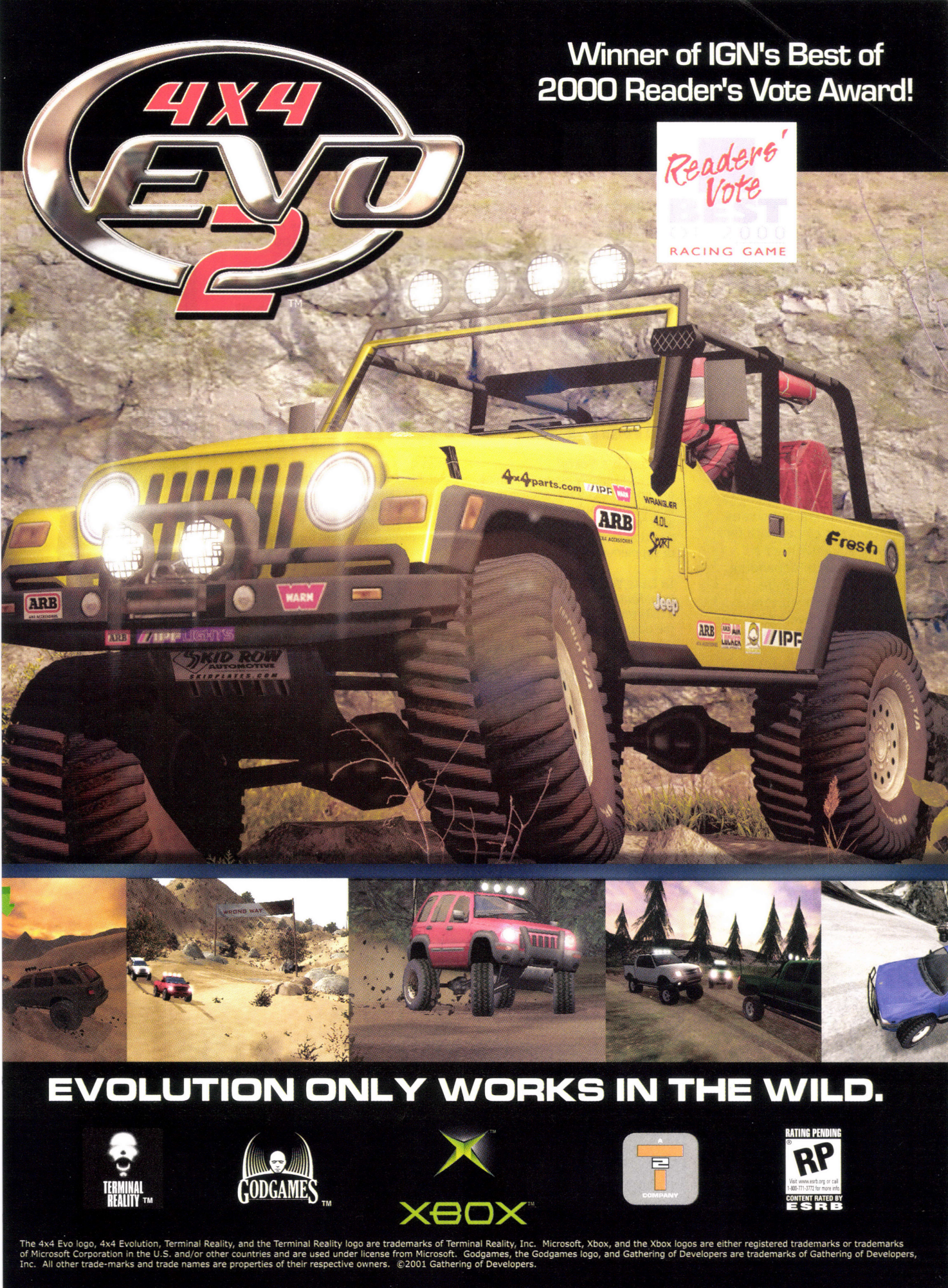
Company: R2Ogames.com
Basic Plan: 3/19.95
Features: PS, PS2, DC, N64, GBC
Testimonial: This is the only site to offer non-CD based games. Delivery times weren't as consistent as we'd like, though.
Who Would Rent Here? N64 and Game Boy owners will definitely want to check this out.

Company: Redoctane.com 1-888-737-8038
Basic Plan: 3/$21.95
Features: PS, PS2 and DC domestic and import
Testimonial: If you don't mind sending an e-mail to change which games will come next, you can rent great import games. Redoctane also has quite a large library of new and old games.
Who Would Rent Here? Import gamers.

Company: Netflix.com 1-888-638-3549
Basic Plan: 3/ $19.95
Features: DVD rentals
Testimonial: A wonderful delivery system and on-line access. Netflix gets more exposure due to coupons littered around the net and in boxes of new DVD players.
Who Would Rent Here? Movie hounds.

Company: Rentmydvd.com 1-510-494-1464
Basic Plan: 4/$23.95
Features: DVDs are available for purchase at a discounted price after rental.
Testimonial: Twice this site was the best option for new releases that, due to popular demand at Netflix, were unavailable.
Who Would Rent Here? DVD movie collectors.

Blockbuster: Most Blockbuster Video stores have added a similar 30 day rental program for both games and DVDs. Though untested, the only apparent drawback is that they still implement the return policy, so you might pay late fees.



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Anime Action Figs



Now you can reenact the action of Escaflowne.

Coming This Fall

Coming out roughly by the time you read this, is a series of action figures based off of some the latest anime series to become popular stateside. If you like *Escaflowne*, *The Big O* or *Outlaw Star*, you're going to want to grab these goodies up. Each set comes with two characters and either a mech or a ship (depending on the series). They're detailed quite well compared to your average action figure fare.

More on the Way

If these do well, expect to see *Cowboy Beebop* figures to hit in the future.



The reckless crew of the Outlaw Star are fully detailed.



The characters of The Big O have been perfectly recreated.

Resident Evil Action Figures

More Resident Evil!

Get ready, Resident Evil freaks, because Palisades Toys will be releasing the second series of its popular Resident Evil line of toys at the end of this November.

Code: Veronica Special

This batch of figures includes Alexia, Claire, Mr. X and a Zombie Cop, which is kinda cool, considering that some of these characters came from the latest Code: Veronica game.

Limited Edition Zombie

Also, there was a limited edition Soldier Zombie that was only available at the 2001 Wizard World convention, so you might want to start checking eBay to find these rare (only 500 were made) figures.

Availability

These things are sure to be all over the place, so be sure to check out Tower Records, Musicland, comic book stores or www.palisadestoys.com.



Mr. X, looking tough.

Final Fantasy: The Spirits Within DVD

So Real it's Scary!

The Final Fantasy movie is coming out on October 23rd, and we're betting that you're as excited as we are. The DVD will be a special edition that contains two discs worth of supplemental material.

In Case You Missed It

Final Fantasy: The Spirits Within is a fully rendered movie that breaks the boundaries of realism. It's easy to forget that the figures you're watching on the screen have never actually existed. From a technology standpoint alone, this movie is worth watching.

However, that would be doing the excellent story a great disservice. The story is set on a futuristic earth, where soul-ripping beings called Phantoms have made most of the planet unliveable. In case you missed it, check it out now!



This DVD has more than enough features to keep you busy. Here is a breakdown of what you'll find on each of the two discs.



Disc One

- Two feature-length commentaries:
  - **Commentary 1:** Co-director (Motonori Sakakibara), Sequence Supervisor (Hiroyuki Hayashida), Sets & Props Lead Artist (Tatsuro Maruyama) and Phantom Supervisor (Takao Noguchi).
  - **Commentary 2:** Animation director (Andy Jones), editor (Chris S. Capp) and staging director (Tani Kunitake).
- One Isolated score with commentary.
  - **Commentary 3:** The composer (Elliot Goldenthal).
- Storyboard/Playblast selects of the film withoption all filmmaker commentary or subtitled factoids.
- Theatrical trailers.
- Interactive animated menus with CGI introductions created by Square Pictures.
- Production notes.



Here is an example at the detailed interactive menus on **Final Fantasy: The Spirits Within.**

Disc Two

- Original interactive documentary *The Making of Final Fantasy: The Spirits Within.*
- Additional features, including:
  1. Final Fantasy Thriller Music Video.
  2. Alternate opening sequence.
  3. Mini-movie: "Aki's Dream."
  4. Trailer exploration.
- Multiple workshops including:
  1. Seven in-depth character files.
  2. Three vehicle scale comparisons.
  3. Two face wraps (Aki, Dr. Cid).
  4. Character morphs.
  5. Compositing builds.
  6. Matte art exploration.
- Final Fantasy Shuffler:
  Compose your own version of a sequence from the movie to simulate what its like to be in the editing chair.
- Interactive animated menus.
- DVD-ROM exclusive interactive film exploration.
  1. Includes complete screenplay.
  2. Virtual tour of Square Pictures.
  3. Screensaver.
  4. Weblinks.

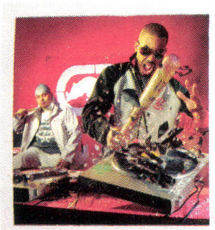
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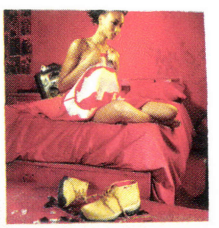
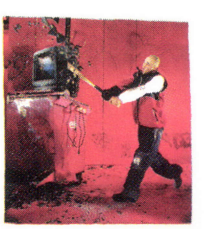
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GAMES
XBOX

TRICKS OF THE TRADE

New Tricks!

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- Namco Museum 47
- Rayman Advance 47
- Super Mario Advance 47
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PS2 PlayStation 2

All-Star Baseball 2002

Hidden Teams: From the main menu screen, choose MLB Play, and then choose Exhibition. On the team select screen, press L2+R2 simultaneously. You will hear a sound to confirm correct code entry. Now scroll through the teams until you reach the the Islanders and the Dingers.

Army Men: Air Attack 2

Final Password: From the main menu, choose "Continue Game," then scroll to the "Password" option, then enter Up, X, Circle, Up, Left, Square, Circle, X. Now choose a Single or Co-operative game. You will then see that you are on Mission 20. Move Left to scroll through previous missions and select any one you want to play.

ATV Offroad Fury

Increase AI Difficulty: From the main menu, choose Pro-Career. Choose and empty slot and then put in ALLOUTAI for the name. After pressing "Done," you will be taken back to the main menu. Now when you race, your opponents will be more difficult to pass.

Bloody Roar 3

Sudden Death Survival: Win nine fights in Survival Mode (Survival Mode only).
No Guard Battle: Earn first place in Arcade Mode (Survival and VS. Mode only).
Highest Difficulty: Finish Arcade Mode without continuing (Survival Mode only).
Knockdown Battle: Earn first place in Survival Mode after unlocking Sudden Death Survival (Survival and VS. Mode only).
High Speed Battle: Fight 100 battles in Survival mode with one character and get a place in the rankings.
Low Speed Battle: Fight once with each character and get a place in the rankings.
Hyper Beast Battle: Fight 10 battles in Arcade mode with one character and getting a place in the rankings.
Sumo Wrestling Battle: Fighting 20 battles in Survival mode with one character and gett a place in the rankings.
Unlock Kohryu: In Arcade Mode, beat the fourth stage without losing a round and Kohryu will appear as your opponent on the fifth stage.
Unlock Uranus: In Arcade Mode, beat the last stage of the game without continuing. You will then fight Uranus on a special stage. You must defeat him to be able to play as him.

CART Fury: Championship Racing

Enter these tricks from the select drivers screen.
More Cars: Press L1 to access alternate cars. The new cars you open while playing the game will also be present on this screen.
More Drivers: Press R1 to access alternate characters. In case you're not used to reading game manuals (check page 22 of your instructions), here are codes to enter on the Cheats screen.
Fog: R2, R1, X, Square, Square, Circle.
Big Head: Triangle, Square, Square, L2, L1, R2.

Crazy Taxi

On the mode selection screen, choose Arcade or Original. Then enter these tricks as shown.
No Arrows: After choosing how many min-

Score Big with GameShark from InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. Email your tricks and cheats to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338

Trick of the Month



Gran Turismo 3: A-spec

PS2

Inexpensive Upgrades: You must have two memory cards to make this trick work. Make sure the memory cards are in the two slots in the PS2. From the main menu screen, choose Simulation Mode. On the Simulation Mode screen, choose "Home." Next, pick the "Save Game" option and save your game onto both memory cards. Go back to the Simulation Mode screen and choose the Car Dealer. Buy a car and then go to the Tune Shop and upgrade it as much as you can. Go to the "Home" option again and save your game onto memory card 2 only. After you've done this, go back to the main menu and choose "Load Game." Load the save game data from memory card 1. This will be the original save before you purchased anything. Go back to Home in Simulation Mode and access the "Trade" option. Load the data from memory card 2. The name of the car you purchased will be flashing on the Trade screen. Choose this car and you will be able to buy it for the original purchase price; even after you put upgrades on the car! Do this trick when you have a lot of money and you will save yourself thousands of dollars in upgrades!

Scott Koeble
Gerber, CA

ATV Offroad Fury

Every Track Open: From the main menu, choose the Pro-Career Mode option. Select an empty slot and put in your name as CHACHING.

All ATVs Available: From the main menu, choose the Pro-Career Mode option. Select an empty slot and then put in your name as WHATEXIT.





utes you want to play, the "Now Loading" screen will appear. Press and hold R1+START until the driver selection screen appears. You will see "No Arrows" on the bottom-left side of the screen.

No Destination Mark: After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+START until the driver selection screen appears. You will see "No Destination Mark" on the bottom-left side of the screen.

Expert: After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+R1+START until the driver selection screen appears. You will see "Expert" on the lower-left side of the screen. This mode combines No Arrows and No Destination Mark.

Taxi Bike: On the driver select screen, quickly press L1+R1, L1+R1, L1+R1 and then choose your driver. You will hear a bike bell if you entered the code correctly. Now you will be picking up passengers on a bike instead of driving a taxi.

Another Day: On the driver select screen, press R1, then press and hold R1 while choosing a driver. You will see "Another Day" on the bottom-left side of the screen. The passengers and destinations will change.

View Changes: (Note: You must have a second controller plugged into port 2 of your PlayStation 2 for this trick to work.) In the middle of an Arcade or Original game, take controller 2 and hold L1+R1. While holding these buttons, press the one of the following buttons to see these new views.

First Person = Circle (Press Circle again for Rear View)
MPH = Square
Third Person = Triangle
Normal View = X

Dynasty Warriors 2

Enter these codes at the title screen. You will hear cheering if the code was entered correctly.

All Hidden Characters Revealed: Square, R1, Square, R2, Square, R2, Square, R1. 19 hidden characters will be unlocked In Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

Edit Opening Cinema: R2, R2, R2, L2, L2, L2, R1, L1. "Opening Edit" will appear in the options. This new mode will allow you to edit the opening cinema scene with the characters of your choice.

Every Wu General: Square, Square, R2, R2, R1, R1, Square, Square.

Every Shu General: Square, Square, R1, R1, Square, Square, R2, R2.

Every Wei General: Square, Square, Square, Square, R2, R2, R1, R1.

Side Select in Free Mode: Press and hold Triangle. While holding it, press R1, L1, L2, R2, R1, L1, L2, R2.

BGM Test: L1, L1, L1, R1, R1, R1, L2, R2. Go to the options, choose Sound and access the "BGM Test" option. Now you can listen to the game's background music.

Guantlet: Dark Legacy

When you are asked to enter your name on the character select screen, put in any of these cheat passwords for the results shown.

Invulnerability: INVULN
Infinite Supershot: SSHOTS
Nine Potions and Keys in Each Level: ALLFUL
Full Turbo: PURPLE
Pojo the Chicken: EGG911
Reflective Shot: REFLEX
Growth and Shrink Enemy: DELTA1
$10,000 Gold in Each Level: 10000K
Invisibility: 000000
Extra Speed: XSPEED
Rapid Fire: QCKSHT
X-Ray Glasses: PEEKIN
3-Way Shot: MENAGE
Waitress: KAO292
Karate Guy: SJB964
Cheerleader: CEL721
Ratface Knight: RAT333
Smiley Face: STX222
Garm: GARM99
Sumner: SUM224
General: ICE600
S&M Dwarf: NUD069
Chainsaw Guy: KJH105
Sky General: SKY100
Castle General: CAS400
Punkrocker: PNK666
Battle General: BAT900
Ninja: TAK118
Desert General: DES700
Chris: CSS222
Football Player: RIZ721
School Girl: AYA555
Mike: DIB626
Guy with Mace: ARV984
Town General: TWN300
Mountain General: MTN200
Sick Garm: GARM00
Stig: STG333

MDK2: Armageddon

Invincibility: In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Up, Up, Down, Down, Left, Left, Right, Right, Square, Triangle, Square, Triangle, SELECT.

Matrix Camera: In the middle of the game, press START to pause, then press and hold L1+R1 to remove the pause menu and give you a better look at the rotating view while you're paused.

Stationary Camera: In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Circle, X, Circle, Triangle.

Racecar Camera: In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Circle, X, Circle, X.

Metal Gear Solid 2: S.O.L (Trial Edition)

In the Metal Gear Solid 2 demo that comes with Zone of the Enders, you can do some things to make your experience more interesting. Just refer to these tidbits as shown.

Full View of Bridge: On the title screen, use the Right Analog Stick to move the screen for full panoramic view of the George Washington Bridge.

CODEC Fun: When you're in CODEC mode, you can move the heads of Otacon and Snake with the Analog Sticks. Also, hold the L2 and R2 buttons and move the Analog Sticks up and down to get a zoom effect on the faces.

Adult Humor: These tidbits have to do with the posters in the locker room. Open up either of the two lockers with the model posters on them and stand with your back toward one of them. Now press the Circle button and knock in the middle the poster. You will alert the guards! Another thing you can do is to have Snake face the poster and press R1 for first person mode. While holding R1, press the SELECT button and then press Circle to call Otacon. Snake will look like he's having too much fun and Otacon will scold him for it.

NBA Hoopz

On the "Tonight's Matchup" screen, enter the codes shown below with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Show Shot Percentage: 0-1-1 Down
Beach Court: 0-2-3 Left
Show Hotspot: 1-1-0 Down
No Fouls (Player Two Must Agree): 2-2-2 Right
Away Uniform: 0-2-4 Right
No Hotspots (Player Two Must Agree): 3-0-1 Up
Big Heads: 3-0-0 Right
Tiny Heads: 3-3-0 Left
Infinite Turbo: 3-1-2 Up
Street Court: 3-2-0 Left
Home Uniform: 0-1-4 Right
ABA Ball: 1-1-1 Right
Tiny Players: 5-4-3 Left
Granny Shots: 1-2-1 Left
No Goaltending: 4-4-4 Left

NBA Street

On the "Enter Cheats" screen, change the four basketballs into other symbols by pressing the buttons the number of times shown, and then press Down on the D-pad. For example, 4,1,3,2, Down would be Square four times, Triangle one time, Circle three times, X two times and then Down on the D-pad.

Summertime Joe "The Show": 1,0,0,1, Down.

GameShark Codes

Bloody Roar 3

(M) Must Be On	EC8E31301456E60A
Enable Extra Modes	4CB7561C1456B00C
	4C8ADF541456B00C
Sudden Death ONLY	4CB756181456E7A6
No Guard ONLY	4CB756181456E7A7
Hard Mode ONLY	4CB756181456E7A8
Knock-Down Mode ONLY	4CB756181456E7A1
High Speed Mode ONLY	4CB756181456E7A2
Low Speed Mode ONLY	4CB756181456E7A3
H.Beast Mode ONLY	4CB756181456E7A4
Sumo Mode ONLY	4CB756181456E79D
P1 Kohryu	4C8AD4C21456E79A
P1 Uranus	4C8AD4C21456E79B
P2 Kohryu	4C8AD41A1456E79A
P2 Uranus	4C8AD41A1456E79B

City Crisis

(M) Must Be On	ECB6A9801435371C
Massive Score	1CAE2BF017E9C70C
All Levels	4CCEA5581456B00C
	4CCEA5601456B00C
All Machines	1CCEA564143FE7AC
	1CCEA568143FE7AC
Infinite Time	1CAE2CA01456E7A5
Infinite Passengers	3CAE2FCC1456E7A5
Select=No Time	0CAE28601456E6A5
	1CAE2CA061DFB00C
Infinite Damage	4CAB3E541456E4FD
Infinite Water	4CAE2EEA1456F025
Inf Water Bombs	4CAE2EE41456E7D7
99 Others Rescued	4CAE2B041456E788
99 Fire Spot Rescued	4CAE2BFC1456E788
0 Dead (Final)	4CAE2A501456E7A5
1 Save Win (Final)	0CAE2A541456E7A6
	4CAE2A541456E7AB

Ephemeral Fantasia

(M) Must Be On	ECB6C71C1456E60A
Inf Cash	1CAE405C14BE598C
	1CF6005414BE598C
Max Str - Mouse	4CF6F3A81456089C
Max Sp - Mouse	4CF6F3A61456089C
Max Dex - Mouse	4CF6F3AC1456089C
Max Att - Mouse	4CF6F3AA1456089C
Max Def - Mouse	4CF6F3B01456089C
Max Mag - Mouse	4CF6F3AE1456089C
Max Mag Def - Mouse	4CF6F3B41456089C
Max Str-Claire	4CF6F2701456089C
Max Sp-Claire	4CF6F26E1456089C
Max Dex-Claire	4CF6F2741456089C
Max Att-Claire	4CF6F2721456089C
Max Def-Claire	4CF6F2781456089C
Max Mag-Claire	4CF6F2761456089C
Max Mag Def-Claire	4CF6F27C1456089C
Max Str-Rummy	4CF6F3D61456089C
Max Sp-Rummy	4CF6F3DC1456089C
Max Dex-Rummy	4CF6F3DA1456089C
Max Att-Rummy	4CF6F3E01456089C
Max Def-Rummy	4CF6F3DE1456089C
Max Mag-Rummy	4CF6F3E41456089C
Max Mag Def-Rummy	4CF6F3E21456089C
Max Str-Ano	4CF6F30C1456089C
Max Sp-Ano	4CF6F30A1456089C

Continued on Page 32

GameShark Codes

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Max Dex-Ano	4CF6F3101456089C
Max Att-Ano	4CF6F30E1456089C
Max Def-Ano	4CF6F3141456089C
Max Mag-Ano	4CF6F3121456089C
Max Mag Def-Ano	4CF6F3181456089C
Max Str-Gallhint	4CF6F23A1456089C
Max Sp-Gallhint	4CF6F2401456089C
Max Dex-Gallhint	4CF6F23E1456089C
Max Att-Gallhint	4CF6F2441456089C
Max Def-Gallhint	4CF6F2421456089C
Max Mag-Gallhint	4CF6F2481456089C
Max Mag Def-Gallhint	4CF6F2461456089C
Max Str-Rinna	4CF6F29E1456089C
Max Sp-Rinna	4CF6F2A41456089C
Max Dex-Rinna	4CF6F2A21456089C
Max Att-Rinna	4CF6F2A81456089C
Max Def-Rinna	4CF6F2A61456089C
Max Mag-Rinna	4CF6F2AC1456089C
Max Mag Def-Rinna	4CF6F2AA1456089C
Max Str-R-Rinna	4CF6F2D41456089C
Max Sp-R-Rinna	4CF6F2D21456089C
Max Dex-R-Rinna	4CF6F2D81456089C
Max Att-R-Rinna	4CF6F2D61456089C
Max Def-R-Rinna	4CF6F2DC1456089C
Max Mag-R-Rinna	4CF6F2DA1456089C
Max Mag Def-R-Rinna	4CF6F2E01456089C
Max Str-Bagoth	4CF6F2021456089C
Max Sp-Bagoth	4CF6F2081456089C
Max Dex-Bagoth	4CF6F2061456089C
Max Att-Bagoth	4CF6F20C1456089C
Max Def-Bagoth	4CF6F20A1456089C
Max Mag-Bagoth	4CF6F2101456089C
Max Mag Def-Bagoth	4CF6F20E1456089C
Max Str-Kyte	4CF6F5381456089C
Max Sp-Kyte	4CF6F5361456089C
Max Dex-Kyte	4CF6F53C1456089C
Max Att-Kyte	4CF6F53A1456089C
Max Def-Kyte	4CF6F5401456089C
Max Mag-Kyte	4CF6F53E1456089C
Max Mag Def-Kyte	4CF6F5441456089C
Max Str-Plosi	4CF6F5661456089C
Max Sp-Plosi	4CF6F56C1456089C
Max Dex-Plosi	4CF6F56A1456089C
Max Att-Plosi	4CF6F5701456089C
Max Def-Plosi	4CF6F56E1456089C
Max Mag-Plosi	4CF6F5741456089C
Max Mag Def-Plosi	4CF6F5721456089C
Max Str-Lloyd	4CF6F59C1456089C
Max Sp-Lloyd	4CF6F59A1456089C
Max Dex-Lloyd	4CF6F5A01456089C
Max Att-Lloyd	4CF6F59E1456089C
Max Def-Lloyd	4CF6F5A41456089C
Max Mag-Lloyd	4CF6F5A21456089C
Max Mag Def-Lloyd	4CF6F5A81456089C
Max Str-Beak	4CF6F5CA1456089C
Max Sp-Beak	4CF6F5D01456089C
Max Dex-Beak	4CF6F5CE1456089C
Max Att-Beak	4CF6F5D41456089C
Max Def-Beak	4CF6F5D21456089C
Max Mag-Beak	4CF6F5D81456089C
Max Mag Def-Beak	4CF6F5D61456089C
Max Str-Fang	4CF6F5001456089C
Max Sp-Fang	4CF6F5FE1456089C
Max Dex-Fang	4CF6F5041456089C
Max Att-Fang	4CF6F5021456089C
Max Def-Fang	4CF6F5081456089C
Max Mag-Fang	4CF6F5061456089C
Max Mag Def-Fang	4CF6F50C1456089C

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Athletic Joe "The Show": 1,2,0,1, Down.
Springtime Joe "The Show": 1,1,0,1, Down.
Player Names: 0,1,2,3, Down.
Less Gamebreakers: 1,3,4,2, Down.
More Gamebreakers: 1,4,3,2, Down.
No Gamebreakers: 1,4,4,2, Down.
No Dunks: 3,0,1,2, Down.
Mega Dunking: 3,0,1,0, Down.
Explosive Rims: 1,2,4,0, Down.
No HUD Display: 1,4,1,2, Down.
Casual Uniforms: 1,1,0,0, Down.
Authentic Uniforms: 0,0,1,1, Down.
Unlimited Turbo: 2,0,3,0, Down.
Harder Distance Shots: 2,2,3,0, Down.
No Juice: 1,4,4,3, Down.
No Auto Replays: 1,2,1,1, Down.
Captain Quicks: 3,0,2,1, Down.
NuFX Ball: 0,1,3,0, Down.
Beach Ball: 0,1,1,2, Down.
Volleyball: 0,1,1,4, Down.
EA Big Ball: 0,1,4,0, Down.
ABA Ball: 0,1,1,0, Down.
Medicine Ball: 0,1,1,3, Down.
WNBA Ball: 0,1,2,0, Down.
Soccer Ball: 0,2,1,0, Down.
No Cheats: 1,1,1,1, Down.

Quake III: Revolution

Level Skip: In the middle of a one-player game, press and hold L1+R1+R2+SELECT. While holding these, press X, Circle, Square, Triangle, X, Circle, Square, Triangle. The level will end with you as the winner—even if you are in last place!

Rayman 2: Revolution

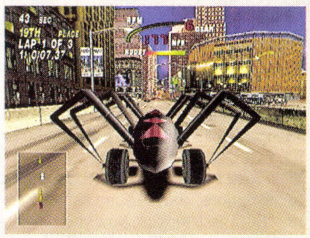
Menu Cheat: First, you must get to at least one save point in the game, or load a saved game. Then press START to pause. From the main menu, access the "Sound" option. On the sound menu, highlight the Mute option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2. The "Menu Cheat" will appear with items that you would normally have to purchase in the game.
Bonus Mini-Games: After you load up the game and choose your language, go to the main menu and access the options. From the options menu, access the "Language" option, and then choose "Voices." On the voices menu, highlight the "Raymanian" option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.
Names in Baby Soccer: You can do this trick after you unlock the bonus levels and access the Baby Soccer mini-game. While playing Baby Soccer, hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.

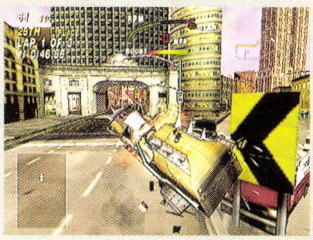
Rumble Racing

Go into the game options. Move down to the "Load and Save" option and press Right on the controller to bring up the "Password" option. On the "Password" screen, enter your name as one of the codes shown below to unlock these cars.
High Roller: HGIROLREL
Buckshot: UBTCKSTOH
Sporticus: OPSRTISUC
Van Itty: VTYANIYTT
Gamecus: BSUIGASUM
Pro Cup 2: P1PROC1PU
Pro Cup 3: Q2PROC2YT
Elite Cup 1: AEPPROPUC
Elite Cup 2: ILETEC1MB
Elite Cup 3: ILCTEC2VB
Elite Cup 4: ILQTEC3PU

Cart Fury: Championship Racing

From the main menu, access the "Options." Go to the "Cheats" screen and enter any the following button combinations for the corresponding results.
Death Wall: X, Square, R2, Triangle, R1, R2.
Death Cars: L2, Square, L1, R2, R2, X.
Player Death Car: L1, Square, R1, R2, L2, L1.
Every Alternate Car Unlocked: Triangle, X, Triangle, Square, L2, Triangle. You will hear a sound, but no visual confirmation will appear on the Cheats screen. On the Select Driver screen, press L1 to get access to the alternate cars. You will see that all of these cars will unlocked and available for use.
Every Track Opened: R1, Triangle, X, X, R2, L1. You will hear a sound, but no visual confirmation will appear on the Cheats screen. When you go to the track selection screen, you will be able to access the previously locked tracks such as New York and the Moon.





EA Elite Cup: LEAITEPUC
EA Stunt Cup: YEAMPLOWW
Circus Minmus Track: ZEAGTLUKE
XXS Tomcat Vehicle: NALDSHHSD
Vortex Vehicle: 1AREXT1AR
Thor Vehicle: THTORHROT
Stinger Vehicle: AMHBRAAMH
Revolution Vehicle: PTOATRTOI
Road Trip Vehicle: ABOGOBOGA
Interceptor Vehicle: CDAAPTNIA

Silent Scope

On the mode select screen, enter these cheats as shown.
Professional Mode: Hold the R1 button and quickly press START, START, START, START.
Night Vision Mode: Hold the R1 button and quickly press START, START, START, START, START.
Professional Night Vision Mode: Hold the R1 button and quickly press START, START, START, START, START, START.
No Crosshair: Right, Right, Right, Square. You will hear an explosion when entered correctly.
Romantic Mode: Left, Right, Right, Square, Triangle. You will hear "Wow!" when entered correctly.
Super Fast Professional Mode: Down, Triangle, Up, Square, Triangle, Down, Right, Down, Right, Square, Triangle.
Mirror Mode: Left, Left, Right, Square, Down, Down, Up, Triangle, Up, Right, Down, Up, Left, Down, Square.
No Scope: Right, Down, Right, Square, Right, Down, Right, Square.
Hidden Mode (All enemies are invisible): Right, Down, Right, Square, Up, Square, Square, Triangle, Down, Right, Down, Right, Square, Triangle.
Night Mode: Up, Right, Down, Left, Up, Square, Triangle. You will hear "Silent Scope" when entered correctly.
First-Person View: Up, Up, Up, Up, Down, Down, Down, Down.
No Enemy Targeting Mode: Right, Right, Right, Right, Left, Down, Up, Right.
Half of Life for 5 Seconds: Pause during play and press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.
5 Seconds for Half of Life: Pause during play and press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up.

Silpheed: The Lost Planet

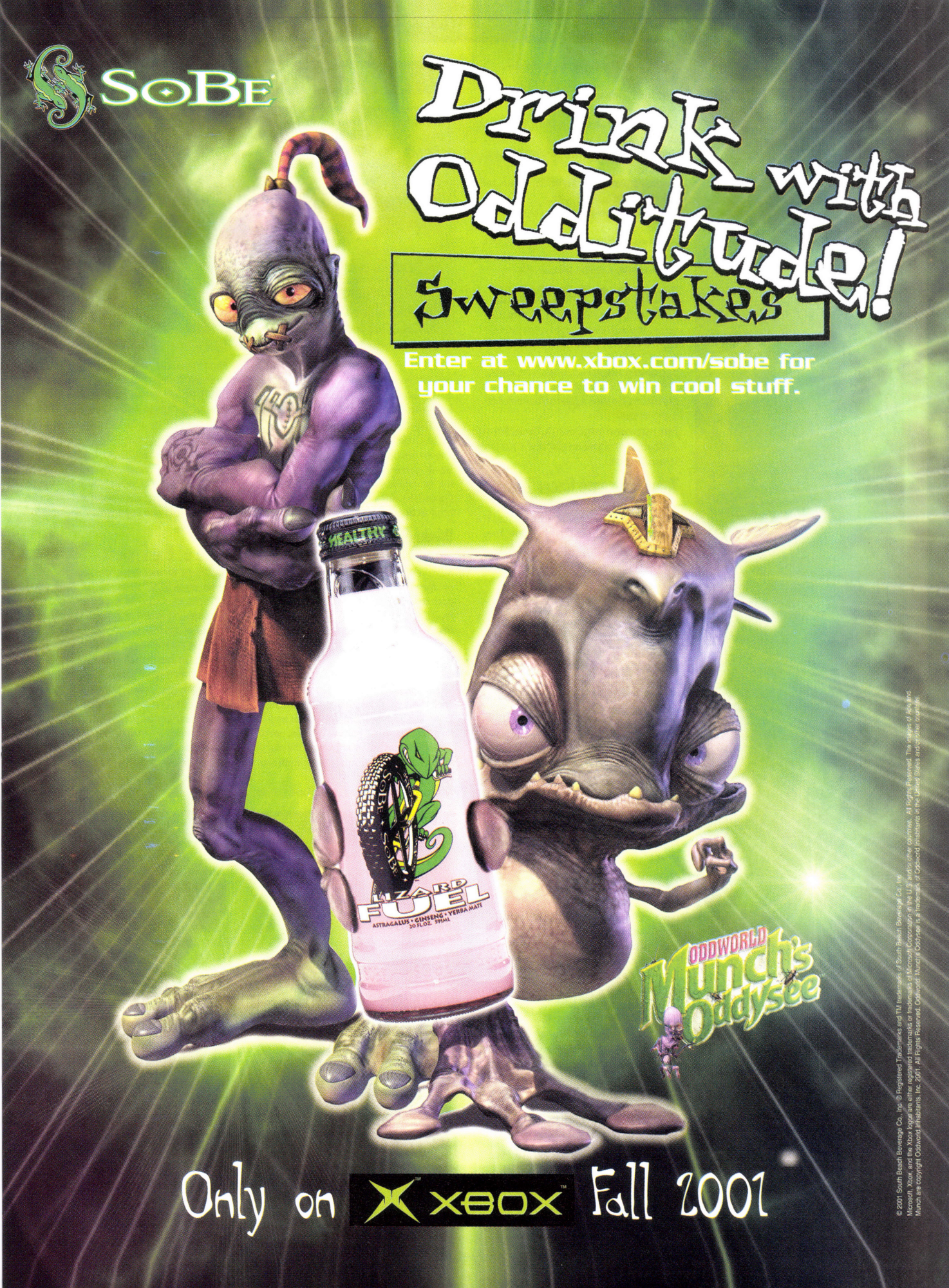
Every Weapon Available: As soon as you get to the title screen, press START. When you get to the name entry screen, enter GLOIRE as your code name. After you have done this, go to the select weapon screen—you will see that all of the weapons will be available for each side of your ship!

Star Wars: Starfighter

On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown.
Unlock All Levels: OVERSEER (This will give you everything except the bonus multiplayer missions).
Bonus Multiplayer Missions: ANDREW
Secret Ship for Bonus Missions: BLUESNF
Disable Cockpit Display: NOHUD
Ship and Cast Pics: HEROES
Pre-production Art: PLANETS
Pictures of Simon: SIMON
Development Team Pics: TEAM
View Credits: CREDITS
Invincible Mode: MINIME
Jar Jar Mode: JARJAR (This will reverse your ship's controls.)
Director Mode: DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)
Christmas FMV: WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

Star Wars: Super Bombad Racing

Enter the following codes on the main menu.
AAT Battle Tank: Circle, Triangle, Square, Circle, Triangle, Square. The tank will replace any ship you choose on the racer selection screen.
Speed Start: Press and hold X+R2 immediately before the final race light appears.
Super Speedy Mode: L1, L1, L1, L1, R2, Square.
Super Arena Mode: Up, Up, Down, Down, Left, Right, Left.


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20 FL OZ. 591ML
ODDWORLD
Munch's Oddysee
Only on XBOX Fall 2001
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GameShark Codes

Continued from Page 32

Max Str-Grantus 4CF6F42E1456089C
Max Sp-Grantus 4CF6F4341456089C
Max Dex-Grantus 4CF6F4321456089C
Max Att-Grantus 4CF6F4381456089C
Max Def-Grantus 4CF6F4361456089C
Max Mag-Grantus 4CF6F43C1456089C
Max Mag Def-Grantus 4CF6F43A1456089C
Max Str-Lloyd-L 4CF6F4641456089C
Max Sp-Lloyd-L 4CF6F4621456089C
Max Dex-Lloyd-L 4CF6F4681456089C
Max Att-Lloyd-L 4CF6F4661456089C
Max Def-Lloyd-L 4CF6F46C1456089C
Max Mag-Lloyd-L 4CF6F46A1456089C
Max Mag Def-Lloyd-L 4CF6F4701456089C

Gran Turismo 3: A-spec

(M) Must Be On EC87829C1437062C
$ 10 Trillion 1C0411241456DEAD
1C041120D26487A5
Max Series Points 0D6B32D81456E7A5
4D6B32D81456089C
SIM-1 Lap=Finish 0D6E6FBC1456E7A5
3D6E6FBC1456E7A7
3D6B3C7D1456E7A8
3D6DC0A41456E7A8
SIM-Instant Win 0D6E6FBC1456E7A5
3D6E6FBC1456E7A8
3D6B3C7D1456E7A8
3D6DC0A41456E7A8

Klonoa 2

(M) Must Be On EC8DB1681426F134
Infinite Lives 3CA1EB801456E788
Infinite Health 3CA1EB781456E7A3
Momett Doll Bells 3CAA3CA01456E7A3

MX 2002

(M) Must Be On EC8522A0144025B4
Big Stunt Score 0CD6A7701456E7A5
Big Stunt Score 1CD6A77017E9C70C
999 Race Pts 4CA3ADB41456E404

NCAA Football 2002

(M) Must Be On EC8985601427082C
Team 1 Scores 99 4CD650F41456E788
Team 2 Scores 99 4CF6BB0C1456E788
4CD650F01456E788
Team 1 Scores 0 4CD650F41456E7A5
Team 2 Scores 0 4CF6BB0C1456E7A5
4CD650F01456E7A5
Infinite Credits 0D2177281436089C
4D2177281456089C
0D2172981436089C
4D2172981456089C
0D2325381436089C
4D2325381456089C

Rugby

(M) Must Be On ECA6E5A014446E84
L2+Up=More Time 0CD74CA61456B1FC
4CD8F35A1456E7A5
L2+Down=End Half 0CD74CA61456B14C
4CD8F35A14562457
Team A Scores 0 3CC6FD541456E7A5
Team B Scores 0 3CC6FEA01456E7A5
Team A Scores 99 3CC6FD541456E788
Team B Scores 99 3CC6FEA01456E788

Slip 'N Slide Mode: Left, Right, Square, Circle, L1, L2.
Backward Racers: L2, L2, L2, L2, Circle, SELECT.
Super Spinning Mode: Up, Left, Down, Right, Left, Up, Down.
Super Honk: Circle, Circle, Circle, Circle, L2, SELECT.
Death Star Power-up: R1, R1, R1, R1, Up, Left.
Infinite Boost: L1, R2, L2, R2.
Unlock Space Freighter Arena: L1, R1, SELECT, Circle.
All Racers Are Shaak: Up, Right, Down, Left, SELECT.
All Racers Are Kaadu: L1, R1, L2, R2.

Theme Park: Roller Coaster

These tricks are entered while playing the game. You will hear a sound when they are entered correctly (make sure you don't pause before entering them).
255 Golden Tickets: Up, Down, Left, Right, Circle, Right, Left, Down, Up, Circle (Press this button combination a total of four times to make it work).
Free Purchases: Left, Down, X, Circle. (Press this button combination a total of eight times to make it work).

Tokyo Extreme Racer Zero

Hanging Toy: On the "Shift Assist" screen, press and hold R1. While holding it, press the X button to choose your transmission. Keep holding R1 until the game screen appears. In the first-person view, you will see a hanging toy on the upper-right side of your car.

Twisted Metal: Black

In the middle of the game, press and hold L1+L2+R1+R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on "Classic" before entering these tricks. The trick you just entered will appear on the screen if done correctly.
Invulnerability: Up, Down, Left, Right, Right, Left, Down, Up.
God Mode: Up, X, Left, Circle.
Killer Weapons: X, X, Up.
Mega Guns: X, X, Triangle.
Weapons for Health: Triangle, X, Square, Circle.
New View for Weapons: In the game, press Right+SELECT to get a different look for your weapon icons.

Unreal Tournament

Invincibility: In the middle of the game, press START to pause. Then press Square, Circle, Left, Right, Circle, Square.
Level Skip: In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left, Circle.
999 Ammo: In the middle of the game, press START to pause. Then press Left, Right, Circle, Circle, Circle, Right, Left.
Level Select: In the middle of a match, pause and choose to exit the game. Go to the main menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You will hear a sound. The "Select Ladder" screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.
Stealth Mutator: From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.
Fatboy Mutator: From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Fatboy as an option. Choose this mutator to fatten up your character as he/she gets frags.

Gran Turismo 3: A-spec

Professional Difficulty: From the main menu, choose Arcade Mode. On the Arcade Mode screen, pick the Single Race option. On the level selection (difficulty) screen, highlight "Hard," then press and hold L1+R1 simultaneously. The difficulty will then change to "Professional." While still holding L1+R1, press X to choose it.





Winback: Covert Operations

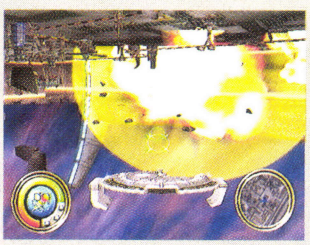
On the title screen where it says, "Press Start," enter any of the following codes to get the corresponding result. You must enter each code before the game goes into demo mode.
Max Power: Press L1, R2, L2, R2, L2, Triangle, Circle, Triangle, Circle, then press and hold L1. While holding L1, press START. This option will appear on the main menu and will give you all weapons and unlimited ammunition.
Trial: Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Triangle. While holding Triangle, press START. This option will appear on the main menu, and will allow you to begin from any level in the game.
All Characters: Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Circle. While holding Circle, press START. Go into Versus mode and access the "Character" option. You will see that all the characters will be unlocked and playable in this mode.
Sudden Death: Press L2, R2, L2, R2, Circle, Triangle, Circle, Triangle, then press and hold L1. While holding L1, press START. This option will appear on the main menu, and will make your character and opponents vulnerable to one-hit kills.

Zone of the Enders

Health and Ammo: In the middle of the game, press START to pause. Then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Your health and ammunition will be refilled. The consequence of this trick is that your level will decrease each time you enter the code.
Versus: On the title screen (where it says, "Press Start Button"), press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. You will hear a sound to confirm that the code was entered correctly. Now press START and scroll through the main menu options until you reach "Versus." Choose this option to fight a one-on-one battle with the computer or a second player.

War Jetz

From the game setup screen, access the "Input Codes" option and put in any of the following passwords in order to get the corresponding results as shown below.
Level Select: JMPTT
Fast Planes: ZPPY
Top Gun: DH
Ghost Mode: SNKY
Show Boxes: BXDRW
Thick Armor: MRRMR
Dual Fire: NDBMBS
Valhalla: WNRLFST
Weapon Up at Lvl. 3: PYRS
Rapid Fire: FRHS
Bigger Guns: HMMR
Biggest Guns: QD
Switch Plane: NDCSN
Speed Shots: NSTNT
Invulnerable: DNGDM
Plane Wins: SMSHNG
Extra 10 Bux: WNNGS
Double Bux: TWFSTD
Shields on Roll: SCRW
Spin Shots: DZZY
Waypoints: WYPNT
All FMV: GRTD
Overlords: VRLRDS
All Cheats: TWLVCHTS





Dreamcast

Bangai-O

Level Select: When you are asked to enter your initials, put in the pale gopher symbols for all three initials, then choose "Start Game." When the Level menu appears, scroll Left or Right to choose your starting level. You can choose any level up to 44 with this trick.

Hidden Options: Choose Exit from the Level menu, then go back to the main menu and pick Game Options. Scroll down and choose "Done." You will now access a new menu called "Secret Garden." Now you can choose the size of Riki and Mami's shots, the size of the debris, choice of background and Invincibility!

Crazy Taxi

From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.

No Arrows: Press and hold R-Trigger+ START. When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.

No Destination Mark: Press and hold L-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.

Expert: Press and hold L-Trigger+R-Trigger+START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.

Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Crazy Taxi 2

Enter these tricks from the driver select screen.

No Arrows: Press and hold the START button and then press A. "No Arrows" will show up on the lower-right side of the screen. You will have to rely on your passengers' directions to get to your destinations.

No Destination Mark: Press and hold the Y button and then press A. "No Destination Mark" will show up on the lower-right side of the screen. You will have to rely on the arrows to guide you to the correct spot to stop your taxi.

Expert: Press and hold the Y+START button simultaneously and then press A. "Expert" will show up on the lower-right side of the screen. This is a combination of No Arrows and No Destination Mark.

New Views: (Note: You must have another controller plugged into port 3 of your Dreamcast for this trick to work.) Take the controller in port 3 and hold START. While holding this button, press any of the following buttons for these results.

Y = Third Person View.
X = Toggle between Counter Clockwise and Clockwise Rotation.
A = Normal View
B = Toggle between Left Side Panel View, Front View and Rear View. (While in this mode, press the following commands to get even more views. Left = Left Side Panel View, Right = Right Side Panel View, Up = Unobstructed Front View).
L-Trigger = Change arrow color to blue.

Dave Mirra Freestyle BMX

From the main menu, choose Proquest mode. Now enter these codes on the following screens for various results. You will hear a sound when they are entered correctly.

Slim Jim: On the select rider screen, press Down, Down, Left, Right, Up, Up, Y. You will hear a sound. Move Left until Slim Jim appears.

Unlock Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Y.

Styles Unlocked: On the "Style" screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.

Every Level Open: From the main menu screen, choose the Proquest Mode. Go to the level select screen and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.

Daytona USA

Speed Start: On a track where you don't have a rolling start, such as Dinosaur Canyon, wait for the countdown and hold the R-Trigger about halfway down so the RPM pointer is in the yellow part of the gauge. When the countdown hits 2, press and hold the L-Trigger button. As soon as you see the word, "Go," let go of the L-Trigger and press the R-Trigger all the way down, and you will get a speedy start that will put you ahead of many of the cars on the track.

Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.

Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.

Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.

Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.

Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.

Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.

Hurt Raziel: Hold L-Trigger and press Left,B, Up, Up, Down.

Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.

Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.

Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.

Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.

Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.

Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.

Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.

Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.

Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Max Steel

On the title screen, press and hold START. While holding it, press Y, A, B, B, Y, A, X, B, X, B and then let go of START. Press X and you will see a menu that lets you choose your starting level. After doing this trick, you may also enter the following cheats while you are in the middle of your game.

Invincibility: Press L-Trigger+X+START.

Level Skip: Press L-Trigger+Y+START.

All Health, Weapons and Items: Press L-Trigger+A+START.

NBA 2K1

From the main menu, access the options screen, then select "Codes." On the "Cheat Codes" screen, type in your password as one of these shown below.

Hidden Teams: vc
Be the Ball: betheball
Giant Heads: heliumbrain
Wierd Commentary: whatamisaying
Taunt After Shot Is Made: sohappy

NBA Hoopz

On the "Tonight's Matchup" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times and then press Up).

Show Shot Percentage: 0-1-1 Down
Beach Court: 0-2-3 Left
Show Hotspot: 1-1-0 Down
No Fouls (2P must agree): 2-2-2 Right
Away Uniform: 0-2-4 Right
No Hotspots (2P must agree): 3-0-1 Up
Big Heads: 3-0-0 Right
Tiny Heads: 3-3-0 Left
Infinite Turbo: 3-1-2 Up
Street Court: 3-2-0 Left
Home Uniform: 0-1-4 Right
ABA Ball: 1-1-1 Right
Tiny Players: 5-4-3 Left
Granny Shots: 1-2-1 Left
No Goaltending: 4-4-4 Left

Phantasy Star Online

New Costume Colors: From the main menu screen, choose "New Game" and at the character select screen, pick a character. Now, enter one of these names on the "Character Name" screen. After putting in the name, choose the Enter key and you will hear a sound to confirm correct code entry. Now move up to the "Costume" or "Body Color" option and you will see that there are now nine colors instead of seven.
Fomar: DNEAOHUHEK
Fonewm: ASUEBHEBUI

GameShark Codes

Charge 'N Blast
All Characters E7E719F10000FFFF
Weak Bosses B7BE38EB00000000
Weak Bosses B74638EB00000000

Confidential Mission
High Score P2 6FAC6BF30098967F

Crazy Taxi
Inf Passenger Time 63CB6AFF00000589
Expert Mode 7BC59F9900000001
Expert Mode C3ABAB6300000001
Box Complete/Enable Bike 945806D80000FFFF

Crazy Taxi 2
All Characters/Maps/Cars A88D7694000000FF

ESPN NBA 2Night
Keep-Away Mode-Away Advantage 90380BA700000001
Keep-Away Mode-Home Advantage 90380BA700000000

Floigan Bros. Ep 1
[M] Must Be First 9C5D88F8
999 Pts Hoigle DF4ACA08000003E7
999 Pts Moigle 3F4EFEFB000003E7
[M] Must Be Last 245EECA9

Fur Fighters
One Cheat Unlocks All D3D843E40001FFFF

Outtrigger
Infinite Strength DFD89B5A00000130
Infinite Ammo (All Weapons) 2F7F72DF00000063
Max Combo Gauge 24FF7BC000000130
Max Score F5F970C905F5E0FF
Infinite Time D08086D800000005

Reel Fishing 1 World
Japanese River 89E38C3B00000001
Japanese Mountain Lake 3D81257F00000001
NA Pond B2363BB800000001
NA Reservoir 23D7627700000001
NA Mountain River 614B6A0E00000001
NA Highland River 15D417DD00000001
Canadian Lake 2357620300000001
Australian River B3763BCE00000001
NZ River 61AB6A0100000001
NZ River 2 DDB8828200000001
Amazon Branch River 5697760D00000001
Middle Amazon DE78828800000001
Pantanal, SA 8B038C5400000001
All Lures 2167621400000101
All Lures 637A2A10E06F1041
All Lures E0507061
All Reels/Lines DEE9C28EE070F041
All Reels/Lines E0507061
All Rods 20B62214E0703041
All Rods E0507061

Soldier of Fortune
[M] Must Be First 9C5D88F8
Inf Armor F564BD3200000009
Inf Shells/Bullets E9086C9300000009
Inf Shells/Bullets 8C9C7E3100000009
[M] Must Be Last 245EECA9

Fonewearl: XSYGSSHEOH
Humar: KSKAUDONSU
Hucast: RUUHANGBRT
Hunewearl: MOUEOSRHUN
Ramar: SOUDEGMKSG
Racast: MEIAUGHSYN
Racaseal: NUDNAFJOOH

Rainbow Six: Rogue Spear

Cheat Menu: In the middle of the game, press and hold the L-Trigger+X+Y+A+B. With these held, press Down on the D-pad. A "Cheat Codes" menu will appear with four names. Choose one of the names to get a list of cheats you can activate. Here are the four names and what they give you.
Sherman: Avatargod, Teamgod, Explore, Win Mission.
Rommel: Big Noggin, Mega Noggin, Clod Hopper, Stumpy
Ike: 5 Finger Discount, 1-900, Turn Punch Kick, Silent but Deadly.
Grant: The Shadow Knows, Team Shadow, Fast Action Team, No Brainer.

Resident Evil 2

Unlimited Ammunition: In the middle of the game, press the B button to bring up the inventory screen. Now press Up, Up, Down, Down, Left, Right, Left, Right, R-Trigger. The number of bullets under each gun you possess will turn into an infinity symbol. After you pick up a new gun, it will also have unlimited ammunition!
Secret Film D: Go to the S.T.A.R.S. office, which is located upstairs in the police station. Search the desk where it says, "It's trashed. Someone must have searched it." Do this a total of 50 times. On the 50th time, Film D will appear. Take the film and go back downstairs and through the door at the end of the small hallway, on the left of the stairs. Go into the red room and develop the film. You will now see a picture of Rebecca from the first Resident Evil in a basketball uniform.
Hidden Outfits: Begin the original game and, while playing, don't pick up any bullets, guns or items. Make your way to the stairs leading to the tunnel next to the police station. Go down the stairs and you will be faced with a zombie (he's actually Brad Vickers from the first Resident Evil). Kill him and search his body. You will find a Special Key. Take the Special Key and go into the police station. Make your way to the room at the bottom-right of the stairs. In this room there will be a film development room, a locker and a desk. Go to the locker and use the Special Key to open it. Inside will be new clothes for either Claire or Leon.

Samba de Amigo

On the main menu screen, choose either Arcade or Original. On the mode select screen, use the left Maraca or the D-pad on your controller to access the following new modes.
Random: Hold Down until "Random" appears in the middle of the screen.
Super Hard: Hold Up until "Super Hard" appears in the middle of the screen.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Trigger+R-Trigger+X+Y buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The codes shown are very difficult to enter. The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear)
Random Weapons: Highlight Random Weapons. Press and hold L-Trigger+A. While holding these, press X, Y. Release all buttons. Press and hold R-Trigger+A. While holding these, press X, Y.
Invisible Track: Highlight Invisible Track. Press R-Trigger, L-Trigger, Y, X, A, A, X, Y. Then press and hold L-Trigger+R-Trigger. While holding these, press A.
Mass: Highlight Mass. Press and hold A. While holding this button, press X, X, Y. Release the A button. Press L-Trigger, R-Trigger.
Brakes: Highlight Brakes. Press Y, Y, Y, then press and hold L-Trigger+R-Trigger+A+X.
Demolition Battle: Highlight Demolition Battle. Press and hold the L-Trigger+A. While holding these, press Y, X. Release all buttons. Press and hold R-Trigger+A. While holding these, press Y, X. All weapons in battle mode will be the battering ram.
Super Tires: Highlight Super Tires. Press and hold the R-Trigger. While holding this, press X, X, X. Release the R-Trigger. Press and hold the L-Trigger. While holding it, press A, A, Y.
All Cars: Highlight "All Cars." Press A, A, Y, Y, L-Trigger, L-Trigger. Hold R-Trigger+X. Release all buttons. Hold L-Trigger+A.

Seaman

Rapid Evolution: Once your Seaman eggs have hatched and four of them have been eaten by the Nautilus, they will evolve. Once this evolution process happens, you can do this trick. After you've saved your session, turn the Dreamcast off and pop open the lid on your system. Turn on the power again and when the screen comes up, access the Settings file. Change the Date/Time to one or two days ahead. Set it and then start up the Seaman game again. The game will think that this time has actually passed. Repeat this process to develop your Seaman more rapidly. Remember to clean the tank and heat it each time to make sure he's growing well.

Sega Smash Pack: Vol 1 (Altered Beast)

Cheat Menu: At the title screen, press and hold the A button, then press START. A cheat menu will appear where you can choose your starting round, difficulty level, power and number of lives! Press START to go back to the title screen. To begin at your selected level, press and hold X, and with X held, press START.
Continue on Current Level: After you lose all your lives, go back to the title screen, hold X, then press START. You will begin on the stage you were previously playing, with a full count of lives.
Choose Your Altered Beast: At the title screen, press and hold X+A+B+Down-Left. While holding all of these buttons, press START. You will get a menu where you can choose which beast you will become on each level.

Sega Smash Pack: Vol 1 (Columns)

Easy Magic Jewel: Put the game on the Easy difficulty. At any point during play, fill up the entire left or the entire right two columns with jewels, leaving one space at the top of each of the columns. Once you do this, a magic jewel will appear. Maneuver the magic jewel to the top of one of the columns to get rid of the set of regular jewels it touches. Since it is at the very top of the screen, two pieces of the jewel will be left to eliminate another set of jewels! If you have an empty column in the game, you can drop the magic jewel to the bottom of the column for an easy 10,000 points!

Sega Smash Pack: Vol 1 (Golden Axe)

Level Select: From the main menu, choose Arcade. On the select player screen, press and hold diagonally Down-Left on the D-pad. You will see the characters spin. While still holding Down-Left, press A+START simultaneously. A number will appear in the upper left corner of the screen. This is the number of your starting level. Press Up or Down on the D-pad to change this number, and then press START to begin there.
9 Credits: From the main menu, choose Arcade. On the select player screen, press and hold diagonally Down-Left on the D-pad. You will see the characters spin. While still holding Down-Left, press X+B simultaneously. Let go of all buttons and press START. When you die in the game, you will see that you have 9 credits to continue.

Sega Smash Pack: Vol 1 (Phantasy Star II)

Slow Motion: While in the middle of the game, press START to pause. Now press and hold A. While holding A, you can move around the town with the D-pad, but you will be moving in slow motion. Also, while paused, you can tap the B button while holding a direction on the D-pad to move frame by frame.
Keep the Music: Press START to pause the game before you go from one scene to the next. Press and hold the X button and move to the next screen with the D-pad. Now unpause the game. The music from the previous scene will be playing on your current one.

Sega Smash Pack: Vol 1 (Revenge of Shinobi)

Infinite Shurikens: Access the Options screen and move down to the Shurikens option. Set the number of Shurikens to 00. After you do this, wait until you see the number turn into an infinity symbol. You now have infinite shurikens throughout the entire game.

Sega Smash Pack: Vol 1 (Sonic the Hedgehog)

Mess With the Demo: While the Demo is playing, press and hold X+A+B. Sonic will run into walls, jump into enemies, etc.
Slow Motion, Frame Advance and Restart: On the title screen, press Up, B, Down, B, Left, B, Right. You will hear a sound to confirm that the code was entered correctly. In the middle of the game, press START to pause. Pressing X will reset the game and bring you back to the title screen. Holding A will enable slow motion play. You must hold A the entire time for slow motion to continue. Pressing B will advance one frame of animation. Keep pressing B while moving to continue advancing frames.
Debug: On the title screen, press Up, B, Down, B, Left, B, Right. You will hear a sound to confirm that the code was entered correctly. Now hold the X button and press START. Keep holding X until the first level appears. If you see a jumble of letters and numbers on the top-left of the screen, you will know you did the code correctly. Press A to change Sonic into a ring. After this, you can press X repeatedly to cycle through different objects in the game. Once you get to an object you want, press B to place it on the screen. You can place a multitude of objects anywhere you want throughout the level. To change back to Sonic, press A again.
Level Select: On the title screen, press Up, Down, Left, Right. You will hear a sound. Then hold X and press START. A Stage Select screen will appear where you can choose any level, special stage and sound select.

Sega Smash Pack: Vol 1 (Streets of Rage 2)

Stage Select, New Difficulties and 9 Lives: (Note: Make sure you have two controllers plugged in before you do this trick.) On the main menu screen (with 1 Player, 2 Player, Duel and Options), take controller 2 and move down to Options. With Options highlighted, press and hold the X+A buttons. With these held, press START. On the options screen, you will see a new option called "Round." Here you can choose your starting stage. Also, two new difficulties (Very Easy and Mania) will be opened. You can also set your lives up to 9.

Sega Smash Pack: Vol 1 (Vectorman)

Cheat Menu: From the main menu, access the Options. On the Options screen, press X, A, A, X, Down, X, A, A, X. Refus Q. Orbot's Private Option Screen will appear. Now you can increase your health, lives, starting level and start shot.
Life Refill: In the middle of the game, press START to pause. Now press X, A, X, B, X, Down, X, A, Right, X and unpause the game. All life points will be refilled.
Level Warp: On the SEGA logo screen (where Vectorman is standing on top of the A), move Vectorman underneath the logo. Jump up and hit your head on the logo 12 times. Then shoot anywhere on the screen 24 times. After this, you will see the words, "Get Ready" and then the letters from the SEGA logo will start falling in a pattern back and forth throughout the screen. You must use Vectorman to catch these letters as they fall. A total of 120 letters will fall and you must catch at least 90 to warp to level 5. If you catch 110 or more, you will warp to level 10.
Destroy the Logo: On the SEGA logo screen, move Vectorman over to the right side, in-between the A in SEGA and the right edge of the screen. Begin shooting up and you will notice that you're hitting something. It is actually a TV. Keep shooting it until it is destroyed, and it will leave a power-up. Collect the power-up and shoot the SEGA logo to destroy it.
Sprite Boundaries: To show Vectorman's sprite boundaries, press START to pause. Then press X, A, X, B, X, A, A and unpause the game.

Silent Scope

On the mode select screen, enter these cheats as shown.
Professional Mode: Hold the R-Trigger and

Razor Freestyle Scooter

Press START to pause the game. Now enter any of the following tricks to automatically unlock these new characters.

Daryl: Left, Down, Left, Down, Right, Up, Right, Up.
Hector: Left, Left, Left, Left, Left, Right, Left, Right.
Brittany: Right, Left, Right, Right, Left, Right, Right, Right.
Tito Ortiz: Down, Up, Right, Down, Up, Left, Down, Up.
Chippie: Up, Down, Down, Left, Right, Right, Right, Down.
Tikiman: Left, Down, Up, Left, Right, Up, Down, Left.
Norton: Left, Right, Up, X, Y, X, Up, Right.





quickly press START, START, START, START.
Night Vision Mode: Hold the R-Trigger and quickly press START, START, START, START, START.
Professional Night Vision Mode: Hold the R-Trigger and quickly press START, START, START, START, START, START.
No Crosshair: Right, Right, Right, X. You will hear an explosion when entered correctly.
Romantic Mode: Left, Right, Right, X, Y. You will hear "Wow!" when entered correctly.
Super Fast Speed: Down, Y, Up, X, Y, Down, Right, Down, Right, X, Y.
Mirror Mode: Left, Left, Right, X, Down, Down, Up, Y, Up, Right, Down, Up, Left, Down, X.
No Scope: Right, Down, Right, X, Right, Down, Right, X.
Hidden Mode (All enemies are invisible): Right, Down, Right, X, Up, X, X, Y, Down, Right, Down, Right, X, Y.
Night Mode: Up, Right, Down, Left, Up, X, Y. You will hear "Silent Scope" when entered correctly.
First-Person View: Up, Up, Up, Up, Down, Down, Down, Down.
No Enemy Targeting Mode: Right, Right, Right, Right, Left, Down, Up, Right.
Half of Life for 5 Seconds: Pause the game during play, then press Up, Up, Down, Down, Left, Right, Left, Right, A, B.
5 Seconds for Half of Life: Pause the game during play, then press B, A, Right, Left, Right, Left, Down, Down, Up, Up.

Sonic Adventure 2

Chao's Pumpkin Head: From the stage select screen, choose Rouge or Knuckes and go to the Chao Garden. Start digging the ground until you find a pumpkin. If you give it to a newly hatched Chao, it will play with the pumpkin and then throw it. If you give it to a more advanced Chao, it will put the pumpkin on its head!

Spider-Man

On the main menu screen, highlight and enter the "Special" option. Then move down and access the "Cheats" option. From here, enter any of these passwords.

Level Select: MME WEB
Unlimited Webbing: GLANDS
Invulnerable: ADMNTIUM
Movie Viewer: CINEMA
Character Viewer: RGSGLLRY
Full Health: WEAKNESS
Game Comic Covers: KIRBYFAN
Comic Collection: FANBOY
"What If?" Contest: UATUSEES
Pulsating Head: EGOTRIP
Stick Spidey: STICKMAN
Quick Change Costume: SM LVIII
Amazing Bag Man Costume: KICK ME
Scarlet Spider Costume: XILRTRNS
Symbiote Spidey Costume: SECRTWAR
Peter Parker Costume: MRWATSON
Spidey 2099 Costume: MIGUELOH
Ben Reilly Costume: CLUBNOIR
Spidey Unlimited Costume: SYNOPTIC
Captain Universe Costume: TRISNTNL
Storyboard Viewer: ROBRTSON
Everything: LEANEST

Street Fighter III: 3rd Strike

Load the game, then press and hold the following codes until the Capcom logo appears.

De-Interlaced Mode: Press and hold L-Trigger+START.
Low Resolution: Press and hold Y+START.
Regular Screen: Press and hold X+START.

Test Drive Le Mans

From the main menu screen, select the "Championship" option. Now choose your class, team and difficulty. On the "Name Entry" screen, enter any of these names to get these results as shown.

Every Car in Quick Race Mode: MONSTA
Every Track in Quick Race Mode: GOOZ
Every Class in Championship Mode: CARNAGE

Tomb Raider Chronicles

Special Features: During the game, press START to pause. Access the "Inventory" screen and then access the "Timex-TMX" option. Press A to get to the "Statistics" screen. Now, press and hold the Y button for about five seconds, and then let go. After letting go of the button, the "Secrets Found" statistic should read 36/36. Exit the game and go back to the main menu screen. Access the options and then enter the "Special Features" option. All of the storyboards and galleries will now be opened.
Second Story: On the main menu screen, have the "New Game" option highlighted, then press and hold L-Trigger+R-Trigger+Down. Hold these buttons until the game loads. This will bring you to the Russian Base, which is the Second story in the game.
Third Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L-Trigger+R-Trigger+Left. Hold these buttons until the game loads. This will bring you to Black Isle, which is the third story in the game.
Fourth Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L-Trigger+R-Trigger+Right. Hold these buttons until the game loads. This will bring you to the Tower Block stage, which is the fourth story in the game.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Now press and hold the L-Trigger. While holding it, press the following buttons to unlock the cheats as shown. The screen will shake if entered correctly.

All Cheats: B, Right, Up, Down, B, Right, Up, X, Y.
Random Locations to Begin: X, B, A, Up, Down.
Big Heads: X, B, Up, Left, Left.
Infinite Special Meter: A, Y, B, Down, Up, Right.
Play as Private Carrera: Y, Up, Y, Up, B, Up, Left, Y. Exit the game and go to the character select screen. You will see Private Carrera instead of Officer Dick.

Tony Hawk's Pro Skater 2

Press START to pause in the middle of a game. Now, press and hold L-Trigger. While holding it, enter any one of the codes shown below. The screen will shake if the code was entered correctly.

Low Gravity: A, X, Left, Up, Down, Up, X, Y.
Slow Motion Tricks: B, Up, Y, X, A, Y, B.
Wire Frames: Down, B, Right, Up, X, Y.
No Texture Maps: Down, Down, Up, X, Y, Up, Right.
Flashing Ramps: Down, Up, X, B, Up, Left, Up, A. Once you do a successful trick off a ramp, it will start flashing.
Real Physics: B, Right, Up, Left, Y, B, Right, Up, Down.
Unlock Trixie: Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A. Trixie will be unlocked once your time runs out.
Floating Skater: From the main menu screen, press and hold the L-Trigger button. While holding it, press Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press A to jump and then hold A in the air to start rising up! Hold Y to hover above the ground. Use L-Trigger and R-Trigger to strafe left and right. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press A and then hold A again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will tally your score.
Ultimate Cheat: A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. This will give you access to tons of cheats including Officer Dick, Spider-Man, tons of money, etc.
Big Head: X, B, Up, Left, Left, X, Right, Up, Left. Exit the stage and enter it again to see the results.
Full Special Meter: A, Y, B, B, Up, Left, Y, X.
Turbo Stater: Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B.
Toggle Blood: Right, Up, X, Y.

Unreal Tournament

Level Skip: From the main menu, choose Tournament. Begin a new game. Choose your name, skill level and skin. Then begin the Deathmatch. On the match select screen, choose Oblivion. In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left. The game will take you back to the match select screen, and the next level will be open to play. Do this trick multiple times to open up every level and new ladders along the way.
Invincibility: In the middle of the game, press START to pause. Now press Left, Left, Right, Right, Down, Up.
Full Health: In the middle of the game, press START to pause. Now press Down, Down, Down, Left, Up, Right.
Full Ammo: In the middle of the game, press START to pause. Now press Left, Right, Left, Right, Right, Left.

Virtua Fighter 3tb

Be the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lion and press START, highlight Pai and press START, then press A after moving to the character you want the Alphabet Character to become.
Fight the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lau and press START, highlight Pai and press START, then press A after highlighting the character you want to play.
Play as Dural in Any Mode: On the character select screen, press Down, Up, Right, Left+START.
Play as Dural in Training Mode: At the character selection screen press START+Y+A at the same time.
Play as Gold Dural in Training Mode: At the character selection screen press START+X+A at the same time.

Wacky Races

After choosing a racer, run into the sign in the middle of the grassy hill. This will give you several options and a "Cheats" option at the bottom of the menu. Enter these cheats for the results as shown.

All Challenges and Tracks: WACKYGIVEAWAY
All Cars: WACKYSPOILERS
All Abilities: BARGAINBASEMENT
Super Difficult: CRACKEDNAILS

World Series Baseball 2K1

Automatic Batting Aim: When your man is up to bat, move the Analog Stick slightly in any direction. While keeping a hold on the Analog Stick, wait until the pitch and the cursor will automatically follow the ball for perfect aim. (This trick will work in the default Rookie Mode setting.)

Zombie Revenge

Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A button. The stage select screen will appear.

Nintendo 64

World Series Baseball

All-Star Baseball 2000

Blind Code: On the main setup screen, access the "Enter Cheats" option and enter MYEYES as a code. Press START and you will see text at the bottom of the screen that says, "My eyes my eyes. I'm blind." Now when you play a game, the background graphics will be all foggy and you will only be able to see the players clearly.
Unhittable Fastball: Select Arcade Mode. When you are pitching, hold Down-C+A and hold it until the ball reaches home plate. The batter won't be able to hit the pitch about 99 percent of the time.
Easier Home Runs: When you're up to bat, press the B button for a power hit. If you have the pitcher aid on and can see where the ball is going, put the power box right under it. If you have a right-handed pitcher, place the box so the pitcher aid is in the upper left (just in case the pitcher is throwing a slider or curve). If you have a left-handed pitcher, then place the box so the pitcher aid is in the upper right. If you stay under the pitcher aid and swing at the correct time, you will almost always hit a home run.
Visual Codes: Access the "Enter Cheats" option on the main setup screen and enter one of the following codes.
Beach Ball Mode: BCHBLKTPTY
Baseball trails: WLDWLDWST
Fly back to dugout: FLYAWAY
Small players: TOMTHUMB
Blackout Mode: WTOTL

All-Star Baseball 2001

On the main menu screen, highlight and access the "Game Options." In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the cheat code screen, enter one of these passwords for the following modes.
Big Ball Mode: BCHBLKTPTY
Ball Trail Mode: WLDWLDWST
Aluminum Bats: HOLLOWBATS
Small Players: TOMTHUMB
Blurred Graphics: MYEYES
Float to Dugout After an Out: FLYAWAY
Blackout Mode: WTOTL

Mike Piazza's Strike Zone

Access these codes by first entering L,R,L,R on the "Today's Game" screen (except where noted).
Alternate Skies: Right-C, A, Z, Up-C, L,R, Z.
Aluminum Bats: R, A, Z, B, A, L, L.
Red Bats: R, Down, B, A, Right.
Blue Bats: B, L, B, A, Right.
Crazy Ball: Right-C, A, Z, B, A, L, L.
Crazy Pitch: Right-C, A, Z, Up-C, R, B.
Credits: ***Enter the following code at the Title Screen to enable a "Credits" option:*** R, A, Z, R, Right-C, A, B.
Devil's Thumb Stadium: Right (D-Pad), A, Up-C, L, A.
Easy Home Runs: L, A, Down (D-Pad), R.
Easy Steals: Left-C, A, Down (D-Pad) Up-C, Z .

Conker's Bad Fur Day

From the main menu (where you can choose chapters, options, etc.), access the options screen. Move down and select "Cheats." On the "Cheats" screen, put in any of these passwords for the results as shown.
50 Lives: BOVRILBULLETHOLE
Easy Game: EASY
Very Easy Game: VERYEASY
Play as Weasel Henchman in Multi Games: CHINDITVICTORY (Deathmatch and Race games.)
Play as the Cavemen in Multi Games: EATBOX (Deathmatch and Race games.)
Play as Villager and Zombies in Multi Games: BEEFCURTAINS (Deathmatch and Race games.)
Play as Sergeant and Tedi Leader in Multi Games: RUSTYSHERIFFSBADGE (Deathmatch and Race games.)
Play as Grim Reaper and Skeleton in Multi Games: BILLYMILLROUNDABOUT (Deathmatch and Race games.)
Play as Conker in Multi Games: WELLYTOP (Deathmatch and Race games.)
Play as Neo Conker in Multi Games: EASTEREGGSRUS (Deathmatch and Race games.)
Decapitation Effect in Deathmatch: SPUNKJOCKEY (In the Multi Deathmatch (skull icon) game, choose a one-player game. When you have a sword or chainsaw, hit an opponent. Some of the time you will get a cool rotation effect with the decapitation, but it is random.)
Open Heist Chapter: CHOCOLATESTARFISH
Open It's War Chapter: BEELZEBUBSBUM
Open Spooky Chapter: SPANIELSEARS
Open Uga Buga Chapter: MONKEYSCHIN
Open Sloprano Chapter: ANCHOVYBAY
Open Bats Tower Chapter: CLAMPIRATE
Open Barn Boys Chapter: PRINCEALBERT
Open All Chapters and Scenes: WELDERSBENCH

Dr. Mario 64

S-Hard in Story: From the main menu screen, choose "Story." After choosing a name, go to the "Story" menu and move down to "Game Lv." Highlight the Hard difficulty setting and press the Z button to get the S-Hard difficulty setting.
Hard and S-Hard in Vs. Computer: From the main menu screen, choose "Vs. Computer." After choosing a name, go to the "Vs. Computer" menu and choose your player. When choosing the computer player, press and hold L-Shift. While holding L-Shift, press A. The computer's level will increase one star to give it the Hard difficulty level. For S-Hard level, hold L-Shift and press B.

Excitebike 64

On the main menu screen, press and hold the following buttons in this order: Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding these buttons, press A and the "Enter a Cheat Code" menu will appear. On this screen, you may enter any of these passwords as shown.
Big Head Mode: BLAHBLAH
Invisible Rider: INVISRIDER
Stunt Bonus: SHOWOFF
Unlock Every Stunt: TRICKSTER
Mirror Tracks: YADAYADA
Tiny Head: PINHEAD
Beat This!: PATWELLS
Night Mode: MIDNIGHT.
Transparent Riders: XLURIDER
Crazy Color Tracks: ROTCOLS
Programmer Information: IMGOINGNOW

Kirby 64: The Crystal Shards

Unlimited 1-Ups: Blue Stars replace Crystal Shards when you reenter a cleared level, and you can return to a level you've already conquered and pilfer its Blue Stars till you get all the 1-Ups you'll ever need. To do this quickly, go to a level where the Crystal was found near the beginning (Level 1-1, for example). Once you grab the Blue Star, pause the game and choose "Try Again." Next, exit the level, then go right back into it so you can collect another Blue Star. You can repeat this process as often as you like.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and throw a bomb right back at you!
Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the ice, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow, the bow will still work with the special arrows. When you collect ammo for the item, it will go back. *Note: If you cover a needed weapon, you may not get it back!*

Mario Golf

Password Screen: At the main menu, highlight the the option labeled "Club House" and press Z-Trigger+R-Shoulder+A at the same time.
Toad Highlands Tournament: Put in KPXWN9N3 as the password.
Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.
Left-Handed Golfers: On the character select screen, hold the L-Shoulder and choose a character.
First Camp Hyrule Cup: Enter 0EQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.
First Camp Hyrule Cup: Enter 5VW689O6 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

Mario Tennis

From the main menu, access the "Special Games" option. In the Special Games menu, choose the Ring Tournament. Now, on the "Code Entry" screen, put in the password for the Cup you want to play. After you play one of these tournaments, you will receive a new code to rank you on the mariotennis.com website.
Mario Cup: A3W5KQA3C
Luigi Cup: M1C2YQM1W
Peach Cup: OF9XFQOFR
Donkey Kong Cup: MM55MQMMJ
Wario Cup: UOUFMPUOM
Waluigi Cup: LA98JRLAR
Bowser Cup: N24K8QN2P
Mariotennis.com Cup: 48HWOR482
Blockbuster Cup: ARM6JQARU

Paper Mario

NES Music: As soon as the beginning of a chapter appears, wait until the music stops. Wait a few moments longer and eventually you will hear the Super Mario Bros. theme music from the original Nintendo Entertainment System start to play.

Perfect Dark

Secret Shaft: *Note: You need an explosive weapon such as the Rocket Launcher to use in the Cheat Solo Missions, in order to do this trick.*
In the Carrington Institute, access the computer in "hacker central" with the Cheats on it. If you've unlocked the Rocket Launcher under Weapons for Jo in Solo, turn on this cheat. Exit this menu. Choose Cheat Solo Missions. Play the dataDyne Central: Defection level on any difficulty. Make your way down the platform in the beginning of the level and shoot the first guard and go in the double doors and shoot the guard around the corner. Go down the ramps and over by the security hub. To the right of the security hub is a large shaft. Switch to the Rocket Launcher and fire a rocket at the shaft. This will make a hole in the middle of it. Go through the hole and you will drop into a small room. Turn to your left and fire another rocket at the far wall. This will make a hole that you can see after the smoke clears. Now switch to your Punch and go through the hole. You will be in Cassandra's office. Run up and punch her to take her out, but don't shoot her or you will fail the mission. Exit through the large doors to surprise the guards, which makes them easier to kill.
Perfect Duck Hunt: On the first solo mission, dataDyne Central: Defection, you can do a little target practice on the passing cars. Just work your way up to one of the rooms with a wall taken up by windows and shoot out one of them. Now watch for a passing car, take aim and fire!
Easier Escape: In Area 51: Escape, get to the end of the level with the UFO. When Jonathan and Elvis are talking, make your way up the ramp and across to the computers that control the hangar doors. When Jonathan talks about escaping on the hoverbike, access the computer to the inner door, then the outer door. The cinema will show the UFO escaping. This is much quicker than having Jonathan do it all.
Carrington Knives Glitch: In the Carrington

Institute, go all the way downstairs to the hangar. Next to the worker is a hovering crate. Grab it and carry it upstairs to the firing range. Bring the crate inside the range itself and press START to bring up the weapons menu. Select the Combat Knife on the Bronze difficulty. Hold B to make it a throwing knife and then chuck as many knives as you can into the box before time runs out. Now carry the box out of the range and take it up the elevator to Daniel Carrington's office and leave it there. Now go back down to the firing range and access the Weapons Menu again. Use the Farsight XR-20 and aim above the range worker. You will see Carrington next to the box of knives. Aim for the box and blow it up. This will scatter the knives all over the floor. Now go upstairs to the device training room. Choose Cloaking Device training and head to Carrington's office through the passage. Once you get there, pick up the knives next to him, switch the weapon to your knives and start throwing them at Daniel!

Pokémon Stadium

You must have the Yellow version of the Game Boy Pokémon game for this to work.

Pikachu Talks: Upload Pikachu from the game to Pokémon Stadium. Don't register Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Shoulder+R-Shoulder+C-Up+C-Right+Z buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)

All Parts: Press and hold L-Shoulder+R-Shoulder. While holding these, press Z. Release all buttons. Press C-Down, C-Up, C-Left, C-Right. Press and hold L-Shoulder+R-Shoulder. While holding these, press Z.
!nvincible: Press C-Right, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder. Press and hold C-Left+C-Down. While holding these, press Z.
Super Tires: Press Z, Z, Z, L-Shift, R-Shift, C-Up, C-Up, C-Left, C-Right, C-Down.
All Cars: Press C-Left, C-Left, C-Left, C-Up, C-Up, C-Up, C-Right, C-Right, C-Right, C-Down, C-Down, C-Down. Press and hold L-Shift+R-Shift+C-Left+C-Up+C-Right+C-Down, then press Z.
Invisible Track: Press C-Right, C-Right. Press and hold L-Shift+R-Shift and press C-Left. Press C-Left, C-Left. Press and hold L-Shift+R-Shift and press C-Right.
Battle Paint Shop: Press Z, Z, Z, C-Down, C-Down, C-Down, C-Left, C-Left, C-Left, C-Right, C-Up, C-Left, C-Down.
Invisible Car: Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.
Car Collisions: Hold L-Shift and press Z. Release the buttons and then hold R-Shift and press Z. Release the buttons and hold L-Shift and press Z. Release the buttons and hold R-Shift and press Z.
Tire scaling: Press Z+C-Down+C-Left+R-Shift. Release the buttons and press Z+C-Right+C-Up+L-Shift. Release the button and then press Z, Z, Z.
Frame Scale: Press C-Left, C-Left, then hold L-Shift+R-Shift+C-Right.
Super Speed: Press Z. Hold L-Shift+R-Shift and press Z. Release the buttons. Press C-Down. Hold L-Shift+R-Shift and press C-Down. Release the buttons. Press C-Up, C-Up, C-Up.
Brakes: Press C-Down, C-Down. Hold L-Shift+R-Shift and press C-Up. Release the buttons. Press C-Up, C-Up. Hold L-Shift+R-Shift and press C-Down.
Track Orientation: Hold L-Shift+R-Shift and press C-Right, C-Left, C-Up, C-Down, Z.
Invisible Car: Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.
Car Mines: Hold L-Shift+R-Shift and press Z. Release the buttons. Hold C-Left+C-Down and press Z. Release the buttons. Hold C-Left+C-Up and press Z. Release the buttons. Hold C-Up+C-Right and press Z.
Cone Mines: Press Z+C-Down. Release the buttons. Press L-Shift+C-Left. Release the buttons. Press R-Shift+C-Up. Release the buttons. Press Z+C-Right.
Auto Abort: Press C-Left, C-Up, C-Right, C-Down, Z, L, R, Z, Z.
Resurrect in Place: Press Z+C-Down. Z+C-Right. Z+C-Up. Z+C-Left. Z+ R-Shift. Z+L-Shift.
Suicide Mode: Hold R-Shift and press C-Right, C-Up, C-Left, C-Down. Release R-Shift. Hold L-Shift and press C-Down, C-Left, C-Up, C-Right.
Fog Color: Hold C-Up+C-Right and press L-Shift. Release the buttons. Hold C-Down+C-Left and press R-Shift. Release the buttons. Press C-Right, C-Left, C-Right, C-Left.

Star Wars Episode One: Battle for Naboo

From the main menu screen, enter the options. Access the "Passcodes" option and put in any of these codes.

Advanced Shields: DROIDEKA
Showroom Art Gallery: KOOLSTUF
Development Team Picture: LOVEHUTT
Pink Ship: RUAGIRL?
All Upgrades: OVERLOAD
More Difficult Game: NASTYMDE
Showroom Concert Hall: WAKEUP
Credits: MEMEME!
Bouncy World: DRJEKYLL
Infinite Lives (this cannot be used to obtain medals): PATHETIC
Audio Commentary During the Game: TALKTOME
One Hit Kills (enemies and you): EWERDEAD
Open All Levels: LEC&FIVE (This will open up all the levels and the bonus Trade Federation Secrets level as well).

Super Mario 64

Baby Penguin Tricks: The baby penguin that you find on the top of Stage 4 can do tricks. One of the strangest things you can do is perform a dive while he is around you. Once you do this, he will mimic you and slide on the ground as well. If you're good enough, you can make him slide with you down the ice slope, but it's difficult.
Mother Penguin: Here's a quick shortcut to get right to the mother penguin. Once you grab the penguin, jump off the ledge containing the starting point of the ice slide. The snow will break your fall on the ground, so don't worry about damage. Just pick up the baby and proceed straight to the mother, who shouldn't be too far away from where you will land.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L-Shoulder. While holding L, enter one of the following button combinations. The screen will shake if entered correctly.

Random Locations: Left-C, Right-C, Down-C, Up, Down.
Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.
Slow Motion: Down, Down, Up-C, Right-C, Left.
Turbo Skater: Right, Up, Down, Down, Up, Down.
Stats Raised to 10: Down, Right, Up, Right, Up, Left, Left-C.
All Tapes: Right-C, Left, Up, Up-C, Up-C, Right, Down, Up.
Faster Specials: Up-C, Left, Down-C, Down-C, Up, Down, Right.

Turok 3: Shadow of Oblivion

From the main menu screen, access the "Secrets" option. Choose "Enter New Secret" and put in the passwords as shown below. We hope you know your animals!

Play Chapter 1: Frog, Elk head, Horse, Dragonfly, Wolf head, Rabbit.
Play Chapter 2: Owl, Owl, Horse, Elk head, Elk head, Elk head.
Play Chapter 3: Owl, Rabbit, Bear, Beetle, Frog, Cougar.
Play Chapter 4: Bear, Horse, Raven, Eagle head, Horse, Coyote.
Play Chapter 5: Bear, Dragonfly, Horse, Bear, Frog, Elk head.
Invincibility: Raven, Fish, Eagle head, Bear, Lizard, Rabbit.
All Weapons: Owl, Bear, Owl, Beetle, Hawk, Owl.
Unlimited Ammo: Fish, Elk head, Bull head, Snake, Eagle, Fish.
All Keys: Lizard, Dragonfly, Bull head, Bear, Wolf head, Eagle head.
Headless: Lizard, Elk head, Eagle head, Owl, Fish, Horse.
Big Heads: Cougar, Wolf head, Snake, Rabbit, Lizard, Coyote.
Big Hands and Feet: Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote.
Skinny: Horse, Eagle head, Snake, Cougar, Beetle, Fish.
Shorty: Frog, Frog, Fish, Beetle, Wolf head, Cougar.
Deathmatch Mannequins: Snake, Bull head, Snake, Frog, Bear, Elk head.
Pen and Ink: Cougar, Horse, Elk head, Fish, Cougar, Hawk.
Gasping: Dragonfly, Bull head, Rabbit, Fish, Eagle head, Raven.
Gouraud: Lizard, Fish, Beetle, Fish, Wolf head, Dragonfly.
Menu Madness: Rabbit, Owl, Horse, Beetle, Bear, Bear.
Clean Screen: Rabbit, Owl, Lizard, Elk head, Fish, Rabbit.
Credits: Elk head, Elk head, Elk head, Elk head, Elk head, Elk head.

WWF: No Mercy

From the "Superstar Select" screen, you can find new wrestlers.
Jacqueline: Press C-Left or C-Right while highlighting Ivory.
Funaki: Press C-Left or C-Right while highlighting Taka Michinoku.
Goodfather: Press C-Left or C-Right while highlighting Godfather.
Debra: Press C-Left or C-Right while highlighting Terri.

Puzzled?

The New Tetris

Turbo Mode: Select Single Player Mode, enter 2FAST4U as a name, then highlight "OK" and press A. When the game begins, the blocks will eventually fall very quickly.
Turbo CPU Mode: Select Single Player Mode, enter AI2EZ4U? as a name, then highlight "OK" and press A. When the game begins, the CPU's blocks will fall very quickly while your blocks will remain at normal speed.
Music Kaleidoscope: Enter the "Audio Options" screen and set the song to "Haluci" and the music mode to "Choose." Then select Single Player Mode, enter HALUCI as a name, then highlight "OK" and press A. A kaleidoscope will now appear in place of the game. Note: The Nintendo 64 must be reset to quit this mode.

Pokémon Puzzle League

V-Hard Difficulty: In the Puzzle Village, choose 1P Stadium and then pick your name or guest at the Name Select screen. On the Game Settings screen, press and hold the Z button and then press L-Shoulder, L-Shoulder, A, B. The V-Hard difficulty level will appear underneath the others.
S-Hard Difficulty: Hold the Z button and press R-Shoulder, L-Shoulder, A, B. Now you have two entirely new levels of challenge in the game!
Trainer Taunts: In a 2P game, the first one to select his/her character can press the A button repeatedly to keep taunting your opponent until they pick their character.
Unlock Trainers: On the "Select Trainer" screen, press and hold L-Shoulder+R-Shoulder+Z simultaneously on controllers one and two. The questions marks will then go away and the characters will be revealed.
Hidden Mewtwo Stage: Start a 2P game. On the "Select Trainer" screen, press and hold Z. While holding this button, press B, Up, L-Shoulder, B, A, START, A, Up, R-Shoulder (To help you remember the code, it spells BULBASAUR). Mewtwo's stage will automatically appear. Player 1 will be Ash and Player 2 will be Mewtwo.
Level 99 Speed Marathon: On the title screen, press and hold Z. While holding this button, press B, A, L-Shoulder, L-Shoulder. You will hear a sound. Choose Marathon in Puzzle Village and on the Game Settings screen, you will see that you can set the speed level to 99!

Wetrix

Change Floor Sets: If you complete all 16 practice rounds, the background color of the main screen will change to red. Go to the options screen and you'll see a new option called "Floor." This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.

GameShark Codes

Air Combat

Unlimited Guns	800EEB100027
No Damage	800EEA2C00C8
Levels Stay Unlocked	800101AEFFFF

All-Star Baseball '97

One Ball To Walk	D00440840000
	300440840003
Two Ball To Walk	D00440840000
	300440840002
Three Ball To Walk	D00440840000
	300440840001
Infinite Balls	300440840000
Never Strike Out	3004353E0000
Two Strikes Per Out	D004353E0000
	3004353E0001
One Strikes Per Out	D004353E0000
	3004353E0002
One Out Per Inning	D0043BA60000
	80043BA60002
Two Out Per Inning	D0043BA60000
	80043BA60001
Away Team Scores 0	300439680000
Away Team Scores 50	300439680032
Home Team Scores 0	300439690000
Home Team Scores 50	300439690032

Disney's Goofy's Funhouse

Infinite Film Strips	801F5B40FFFF
Always Right Answer Telephone Quiz	800CC4580001
Autowin - Worm Challenge	801EE570001E
Infinite Time - Worm Game	801EF2CC1800
Infinite Time - Blue Ribbon	801EB78000374
Infinte Time - Car Race	801EB7800784
Infinte Time - Tug-o-war	801F46C8FFFF

Final Fantasy Chronicles: C.T.

Crono: Infinite HP In Battle	80023E3003E7
Crono: Max HP In Battle	80023E3203E7
Crono: Infinite MP In Battle	80023E340063
Crono: Max MP In Battle	80023E360063
Crono: No Damage Taken In Battle	80028D9C0000
Merle: Infinite HP In Battle	80023EB003E7
Merle: Max HP In Battle	80023EB203E7
Merle: Infinite MP In Battle	80023EB403E7
Merle: Max MP In Battle	80023EB603E7
Merle: No Damage Taken In Battle	80028DA00000
Have All Items	5000FF010001
	300204000001
Infinite All Items	5000FF010000
	300205000063

Motocross Mania

Super Slow-Motion	80079C740001
Game in Super-Turbo	80079C740006
Max Stunt Points	800A8BF4423F
	800A8BF6000F
Invincible	800A8D0C0076
Invisible Bike-Single	D0079E700001
	801142980003
	D0079E700001
	801142980003
	D0079E700002
	801142980003

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PlayStation

007 Racing

New Car in Two Player Mode: On the title screen, where "Press Start" is flashing, quickly press L1, R1, Triangle, Circle, X. You will hear an evil laugh when this is entered correctly. From the main menu, choose Two Player mode and your type of game. On the car select screen, scroll left or right until you see the Aston Martin Vantage. You may now use this car in the two player mode!

Alien Resurrection

Cheat Menu: On the main menu screen, press Circle, Left, Right, Circle, Up, R2. You will hear a sound. Now go down and access the options. In the options menu, there will be a new setting called Cheat Menu. Go into this menu to access a level select, Infinite Ammo, Infinite Health, No Chestburst and No Drown.

Army Men: Air Attack 2

Final Password: From the main menu, choose Continue Game and then scroll to the "Password" option. Then enter Triangle, X, Down, Left, Right, X, Circle, Square. Now choose a Single or Co-operative game. You will then see that you are on Mission 22. Move Left to scroll through previous missions and select any one you want to play.

Army Men: Sarge's Heroes 2

Invincibility: In the middle of a game, press START to pause. Then press Square, Circle, L1, R1. You will hear a sound. Unpause the game and you will see the word, "Invincible!" at the top of the screen.

Every Weapon and Unlimited Ammo: In the middle of a game, press START to pause. Then press Square, Cirlce, R1, L1. You will hear a sound. Unpause the game and you will see the word, "Power Up" at the top of the screen. Press Circle continuously to scroll through your available weapons.

Colin McRae Rally 2.0

On the main menu, choose "Arcade" and then pick the mode you want to play. Choose a one or two player game and on the driver select screen, access the "Create New Driver Profile" option. After entering any three letter tag entry you want, put in your name as one of these passwords as shown.

Unlock All Cars: ONECAREFULOWNER
Unlock All Tracks: HELLOCLEVELAND

Cool Boarders 2001

All Boards, Players and Events: From the main menu, choose Career Mode and enter your name as GIVEALL when the choose player screen appears. A voice will say, "Hey, no cheating" when you enter the name correctly. You will now have access to all boards, players and events in the game.

Dance Dance Revolution

Hidden Characters: On the character select screen, press Up or Down on the dance pad (or control pad). This will give you a new row of characters to choose from, such as Disco, Disk: A, and Dread Snake. Press Left or Right to scroll through the new choices.

Duke Nukem: Land of the Babes

From the main menu screen, access the Options. Move down and access Cheats. On the screen are locked versions of most of the codes.

Level Select: Circle, X, Square, Square, X, Square, Circle.
Invincibility: L1, Square, Circle, Circle, Square, L1, L2.
All Weapons: R2, X, L1, Square, R1, Circle, L2.
Infinite Ammunition: L2, Circle, R2, Square, Circle, L2, R1.
Double Damage: Square, Square, Square, Circle, Circle, Circle, X.
Temporary Invincibility: L1, L1, L1, L1, L1, L1, R2.
Invisibility: Square, X, Circle, Square, X, Circle, Square.
Full Ego: R1, R1, Circle, Circle, L1, L1, R2.
Full Armor: L1, L1, R1, R1, X, X, Circle, Circle.
First Person View: L2, R1, L1, R2, Circle, X, Square.
Big Head Duke: Square, Square, X, Circle, Circle, X, Square.
Small Head Duke: Square, X, Circle, Circle, X, Square, Square.
Big Head Enemies: X, X, R1, X, L1, X.
Small Head Enemies: X, L1, X, R1, X, X.
Wacky FMV Sequences: L1, L2, R1, R2, Circle, Circle, Square, Square.
Outtake FMV Sequences: L1, L2, R1, R2, Square, Square, Circle, Circle.
Ending FMV Sequence: Circle, R2, L1, Square, L2, X, R2.
Unlock Every Cheat: L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, Circle, Circle, Circle, Circle, X, X, X, X, Square, Square, Square, Square, SELECT, SELECT, SELECT, SELECT.

Eagle One: Harrier Attack

To enter these cheats, go to the main menu screen and access the options menu. You will hear a sound to confirm the trick was entered correctly.

Invincibility: R1, L1, R2, L2, L1.
Level Select: R1, L1, R2, L2, START.
Infinite Ammunition: R1, L1, R2, L2, R1.

Fear Effect 2: Retro Helix

To do these tricks, you must beat the game at least once. Next, begin a new game and wait until the cinema ends. After Rain goes into the next room, move Hana forward until the view changes. You will see a control panel on the left side of the screen. Move up to the panel until you see the "Use" command appear. Press the Triangle button to access the panel. Once you do this, enter one of the following number codes to initiate these tricks.

Huge Head: 10397
Every Weapon: 11692
Infinite Ammo: 61166

Frogger 2: Swampy's Revenge

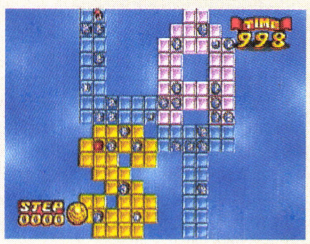
Enter any one of these tricks while paused during play. You will see a visual confirmation that the codes worked after entering them.

Level Select: While holding Square, press Up, Down, Left, Right, Right, Right, Down, Left.
Level Skip: While holding Square, press Right, Left, Up, Up, Up, Right, Left, Left.
Unlimited Lives: While holding Square, press Down, Down, Up, Down, Right, Down, Up, Up.
Every Character in Multiplayer: While holding Square, press Left, Right, Left, Left, Left, Up, Left, Left.

The Bombing Islands

These passwords will get you through the toughest of the game's levels and you'll get to see the ending cinema as well.

Stage 50: 7 of Clubs, 5 of Clubs, 7 of Hearts, 2 of Hearts, 7 of Diamonds.
Stage 51: 7 of Clubs, 7 of Clubs, 3 of Spades, 10 of Diamonds, 7 of Diamonds.
Stage 52: Jack of Clubs, Ace of Diamonds, 2 of Diamonds, 2 of Diamonds, 5 of Spades.
Stage 53: Jack of Clubs, 7 of Diamonds, 4 of Clubs, 7 of Clubs, 5 of Clubs.
Stage 54: 6 of Clubs, King of Spades, 6 of Clubs, 4 of Clubs, 9 of Diamonds.
Stage 55: 4 of Diamonds, 3 of Diamonds, 9 of Diamonds, 4 of Diamonds, 7 of Hearts.
Stage 56: Jack of Spades, 9 of Clubs, 8 of Diamonds, 9 of Spades, 6 of Diamonds.
Stage 57: Ace of Clubs, King of Clubs, 6 of Clubs, 5 of Spades, 6 of Hearts.
Stage 58: 8 of Clubs, 9 of Hearts, Jack of Diamonds, 4 of Clubs, 7 of Diamonds.
Stage 59: 6 of Clubs, 7 of Clubs, 8 of Hearts, Jack of Diamonds, 9 of Clubs.
Stage 60: 10 of Spades, Queen of Diamonds, Queen of Hearts, Queen of Hearts, Ace of Clubs.
Ending Cinema: 6 of Spades, 10 of Diamonds, 6 of Diamonds, 8 of Diamonds, 6 of Hearts.





Temporary Invulnerability: While holding Square, Left, Left, Up, Left, Down, Right, Right, Right.
Mad Garibs On: While holding Square, press Right, Left, Right, Left, Up, Up, Left, Right.

Hot Shots Golf 2

Incredible Code: From the title screen, choose New Game. When asked to choose your name, enter 2GSH and then press the O.K. button on the screen. Now all of the hidden characters will be unlocked, all difficulties, special clubs and balls will be available, prizes and more!

Incredible Crisis

Enter the following tricks from the second controller in port two of your PlayStation. You must have the second controller plugged in for these to work.
Huge Head: Hold Up or Down.
Flat Character: Hold Left or Right.
Horn: Press Triangle.
Boos: Press Square.
Drum: Press Circle.
Whistle: Press X.

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Mat Hoffman's Pro BMX

First, begin a new career. In the middle of the game, press START to pause, then press and hold the L1 button. While holding it, press any of these button combinations to get the results shown.
Special Bar Always Full: Left, Down, Triangle, Circle, Up, Left, Triangle, Square.
10X Multiplier: Square, Circle, Circle, Up, Down, Down.
Extra Time: Square, Up, Circle, X.
Fat Tires: Down, Circle, Circle, Down.
Perfect Balance: Square, Left, Up, Right.
Grind Meter: Press START to pause, then press and hold the L1 button. While holding it, press Left, Circle, Square, Triangle, Square, Circle, X.
Unlock Grandma: Press START to pause, then choose the Retry option. Repeat this nine more times and the game will tell you that you ride like a grandma. As soon as you begin riding again, your character will turn into an old lady!

Medal of Honor Underground

From the main menu screen, choose the options. Access the "Passwords" screen and put in these codes for the results shown. Once these passwords are in, choose "Secret Codes" from the options screen to activate them. The codes will work in the levels you've already completed.
Invincibility: PUISSANCE
Quadruple Firing Rate: BALLESVITE
Bouncing Bullets: RICOCHET
Podoski Mode (One hit kills for enemies and you): LATIREUSE
Wacky Taxi (1 minute to kill each enemy you come across): AUTODINGUO
Ulitmate Cheat: First, put in ENTREZVOUS and press the Send key. Enter the "Password" screen again and put in PORTE-CLEFS as your code and press Send. Everything will now be opened on the "Secret Codes" screen.
Cartoon Sketch Pictures: MOHDESSINS
Dreamworks Pictures: DWIECRANS
Team Pictures: MOHUEQUIPE
Panzerknacker Unleashed Mission: From the main menu screen, choose the options. Access the "Passwords" screen, put in ENTREZVOUS and press the Send key. Enter the password screen again, put in LEMONSTRE for the code and press the Send key. Now go to the Save, Load and Records screen and access the Mission Log. You will see the Panzerknacker Unleashed mission available on the bottom of the screen.

Mega Man X5

Enter these codes on the character select screen. You'll hear a sound if the code was entered correctly.
Ultimate Armor for X: Highlight Mega Man X and press Up, Up, Down, Down, Down, Down, Down, Down, Down, Down, Down.
Ultimate Armor for Zero: Highlight Zero and press Down, Down, Up, Up, Up, Up, Up, Up, Up, Up.

Micro Maniacs Racing

From the main menu, choose options. From the "Options" screen, choose Secret Options. On this screen, press and hold the SELECT button. While holding this button, enter the following tricks as shown.
All Tracks Unlocked: Triangle, Circle, Circle, Triangle, Down, Up, Up, Down.
Infinite Power-Ups: Circle, X, Triangle, Square, X, Left, X, Square, Square, Circle, Left, Circle, Up, Triangle.
Tough Guys: Square, X, R1, Circle, Up, Square, Down, Up, Down, X, Square.
Tanks Mode: Down, Up, Square, Triangle, Circle, Triangle, Right, Triangle. Press either L1, L2 or R2 to shoot the cannon.
Motion Blur: Triangle, Circle, Right, Triangle, Up, Right, Circle, Up, Square.
Slow CPUs: Up, Left, Triangle, Right, Triangle, Circle, Triangle, Square, Up, Triangle, Left.
Ultimate AI: Circle, Up, Triangle, Circle, Left, Triangle, Square, Square, X, Down.

NBA Hoopz

On the "Tonight's Matchup" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times and then press Up).
ABA Ball: 1-1-1 Right
Show Hotspot: 1-1-0 Down
No Goaltending: 4-4-4 Left
No Fouls (2P must agree): 2-2-2 Right
Big Heads: 3-0-0 Right
Tiny Heads: 3-3-0 Left
Infinite Turbo: 3-1-2 Up
Beach Court: 0-2-3 Left
Granny Shots: 1-2-1 Left
No Hotspots (2P must agree): 3-0-1 Up
Street Court: 3-2-0 Left
Home Uniform: 0-1-4 Right
Tiny Players: 5-4-3 Left
Show Shot Percentage: 0-1-1 Down
Away Uniform: 0-2-4 Right

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).
Red, White and Blue Football: 3, 2, 3, Left.
Big Football : 0, 5, 0, Right.
Fast Passes : 2, 5, 0, Left.
Infinite Turbo: 5, 1, 4, Up.
Fast Turbo Running: 0, 3, 2, Left.
Unlimited Throwing Distance: 2, 2, 3, Right.
Power-up Offense: 3, 1, 2, Up.
Power-up Defense: 4, 2, 1, Up.
Power-up Teammates: 2, 3, 3, Up.
Super Blitzing: 0, 4, 5, Up.
Super Field Goals: 1, 2, 3, Left.
No Interceptions: 3, 4, 4, Up.
No Random Fumbles: 4, 2, 3, Down.
No First Downs: 2, 1, 0, Up.
No Punting: 1, 5, 1, Up.
Allow Stepping Out of Bounds: 2, 1, 1, Left.
Power-up Blockers: 3, 1, 2, Left.
Show Field Goal Percentage: 0, 0, 1, Down.
Show Punt Hang Meter: 0, 0, 1, Right.
Hide Receiver Name: 1, 0, 2, Right.
Invisible Receiver Highlight: 3, 3, 3, Left.
Invisible: 4, 3, 3, Up.
Big Head: 2, 0, 0, Right.
Huge Head: 0, 4, 0, Up.
Team Big Players: 1, 4, 1, Right.
Team Big Heads: 2, 0, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
No Play Selection (2P must agree): 1, 1, 5, Left.
Show More Field (2P must agree): 0, 2, 1, Right.
No CPU Assistance (2P must agree): 0, 1, 2, Down.
Power-up Speed (2P must agree): 4, 0, 4, Left.
Hyper Blitz (2P must agree): 5, 5, 5, Up.
Smart CPU Opponent (1P game only): 3, 1, 4, Down.
Deranged Blitz Mode (1P game only): 2, 1, 2, Down.
Ultra Hard Mode (1P game only): 3, 2, 3, Up.
Super Passing Mode (2P game only): 4, 2, 3, Right.
Super Blitz Mode (2P game only): 4, 4, 4, Up.
Tournament Mode (2P game only): 1, 1, 1, Down.

GameShark Codes

Continued from Page 40

	D0079E700003
	801142980003
	D0079E700004
	801142980003
	D0079E700005
	801142980003
	D0079E700006
	801142980003
	D0079E700007
	801142980003
	D0079E700008
	801142980003
	D0079E700009
	801142980003
	D0079E70000A
	801142980003
	D0079E70000D
	801142980003
	D0079E70000F
	801142980003
	D0079E700010
	801142980003
	D0079E70000B
	801144480003
	D0079E70000C
	801144480003
	D0079E70000E
	801144480003
Invisible Rider-Single	D0079E700001
	8011458C0003
	D0079E700002
	8011458C0003
	D0079E700003
	8011458C0003
	D0079E700004
	8011458C0003
	D0079E700005
	8011458C0003
	D0079E700006
	8011458C0003
	D0079E700007
	8011458C0003
	D0079E700008
	8011458C0003
	D0079E700009
	8011458C0003
	D0079E70000A
	8011458C0003
	D0079E70000D
	8011458C0003
	D0079E70000F
	8011458C0003
	D0079E700010
	8011458C0003
	D0079E70000B
	8011473C0003
	D0079E70000C
	8011473C0003
	D0079E70000E
	8011473C0003

Power Shovel

Max Jobs Completed-PT	8013D436C9FF
	8013D4383B9A
Max Hours Worked-PT	8013D43CC9FF
	8013D43E3B9A
Max Special Bonus-PT	8013D440C9FF
	8013D4423B9A
Infinite Credits-PT	800CB9880003

WDL: Warjetz

Fix Camera	800ECA6CFDE1
Infinite Health	800F72CC0074
Max Bux	800FBAC0270F
Press L2+R2 For FAST Turbo	
	D01075E6FCFF
	800F72743FFF

Virtual Cuts & Bruises

3Xtreme

At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results.

Unlock All Exhibition Tracks: VOUYEUR
Unlock All Freestyle Tracks: TRIXXY
Unlock All Alien Characters: ASTROMEN
Unlock Lug Nut: LUGNUT (Lug Nut is a Frankenstein skateboarder with 95% in all attributes.)
Unlock Bink the Alien Skateboarder: BINK
Unlock Red the Car: REDCAR
Unlock Dominique: DOMINIQUE (Dominique is a monster with 95% in all attributes.)
Unlock Nyub the Alien Rollerblader: NYUB
Unlock White the Car: WHITECAR
Unlock TP: TP (TP is a mummy with 95% in all attributes, with a bike called Pharaoh.)
Unlock Geep the Alien Biker: GEEP
Unlock Blue the Car: BLUECAR

Blast Chamber

Infinite Lives: Go to the main menu screen and with Controller one enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the games option and choose the "Solo Survivor" option. Once you select this, you will have chosen One-player Mode. Go back to the main menu and begin your game. Now when you die in the game, your lives meter will not go down!
Level Passwords: Go to the password screen and enter one of the following codes. Hit the X button to register the password and begin playing.
Ziggurat: NAEMMAAB
Backstab: MAGDIEAH
Fall N Arch: NINKPDME
Fugitive: MJKKAMKC
Rainbow: JODPIGEH
Lavapalooza: ICJPABNA

Dave Mirra Freestyle BMX

Unlock Slim Jim: On the rider select screen, press Down, Down, Left, Right, Up, Up, Circle.
Unlock All Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Circle.
Unlock All Styles: On the style select screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.
Every Level Open: From the main menu screen, choose the Proquest Mode. Go to the level select screen and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle. Now, every level will be open!

Gekido: Urban Fighters

Play the game until you get a high score. When the "Hi Score" screen appears, enter one of the following names and then choose "Options" on the main menu for the results shown below.

Deformed Mode: DEFORMANIA
Skeleton Mode: BONECRACK
Always Quarterback (2P teammate required): 2, 2, 2, Left.
Always Receiver (2P teammate required): 2, 2, 2, Right.
Baseball Stadium: 5, 0, 2, Left.
Round Snow Stadium: 5, 0, 3, Up.
Astro Turf Field: 3, 0, 1, Up.
Ice Field: 3, 0, 2, Up.
Snow Field: 3, 0, 3, Up.
Blitz Grass Field: 3, 0, 0, Up.
Dirt Field: 3, 0, 4, Up.
Snow: 5, 2, 5, Down.
Clear Weather: 2, 1, 2, Left.
Rain: 5, 5, 5, Right.
49ers Playbook: 1, 5, 1, Left.
Bears Playbook: 1, 1, 0, Left.
Bengals Playbook: 1, 1, 2, Left.
Bills Playbook: 1, 0, 4, Left.
Broncos Playbook: 1, 1, 5, Right.
Browns Playbook: 1, 1, 3, Left.
Buccaneers Playbook: 1, 5, 4, Left.
Cardinals Playbook: 1, 0, 1, Left.
Chargers Playbook: 1, 4, 5, Left.
Chiefs Playbook: 1, 2, 5, Left.
Colts Playbook: 1, 2, 3, Up.
Cowboys Playbook: 1, 1, 4, Left.
Dolphins Playbook: 1, 3, 1, Left.
Eagles Playbook: 1, 4, 3, Left.
Falcons Playbook: 1, 0, 2, Left.
Giants Playbook: 1, 3, 5, Left.
Jaguars Playbook: 1, 2, 4, Left.
Jets Playbook: 1, 4, 1, Left.
Lions Playbook: 1, 2, 1, Left.
Packers Playbook: 1, 2, 2, Left.
Panthers Playbook: 1, 0, 5, Left.
Patriots Playbook: 1, 3, 3, Left.
Raiders Playbook: 1, 4, 2, Left.
Rams Playbook: 1, 5, 3, Left.
Ravens Playbook: 1, 0, 3, Left.
Redskins Playbook: 2, 0, 1, Left.
Saints Playbook: 1, 3, 4, Left.
Seahawks Playbook: 1, 5, 2, Left.
Steelers Playbook: 1, 4, 4, Left.
Titans Playbook: 1, 5, 5, Left.
Vikings Playbook: 1, 3, 2, Left.

NFL GameDay 2001

From the options screen, highlight and pick the "Easter Eggs" option. On this screen, enter any of the following codes (in caps) for the results as shown.

Brainy Computer: SMART CPU
Speedy Players: ROCKET MAN
Max Injuries: HAM INJURY
Slower Movement: STROBE LIGHT
Balanced Abilities: ALL EVEN
Basketball Star Names: BASKETBALL
Flat Football Players: TWO D
Big Football: BIG PIG
Huge Players: GIANTS
Tiny, Quick Players: POP WARNER
Fast Movement: BOOSTER
Programmer Names: RED ZONE
Bobo Teams: ALL BOBO
European League Names: EURO LEAGUE
United States Presidents: OVAL OFFICE
Increased Endurance: ENDURANCE
Bigger Hits: CRUNCH
Better Defense: LINE BUSTER
Skilled Running Back: SUPER FOOT
Easier Catches: STICKEM
Better Passes: SHOOTERS
Cheerleader Pics After Game (Cycle with X button): FASHION SHOW

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.

NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)
Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Power Rangers: Lightspeed Rescue

From the main menu, access the codes option. On the "Codes" screen, put in any of these passwords to unlock these features. Once you've done entered the ones you want, move down to initiate the codes on the "Activate Codes" screen.

Level Select: OMEGA
Unlimited Health: D4B7E1O9G7 (Note: O = the letter O, not zero.)
Titanium Ranger: ULTIMATE
Continues: FOREVER
All Galleries: SHOWCASE
Unlimited Lives: IMMORTAL
Unlimited RPE Moves: N7F6U2A5A1

Power Strike: Pro Beach Volleyball

Every Court Available: On the main menu screen, highlight "Options." Then press Square, Triangle, Circle, Triangle, Square. You will hear a sound. Now all the courts will be available.

Rainbow Six: Rogue Spear

Go to the main menu screen and choose Campaign. After the game searches for memory cards and doesn't find any, it will prompt you with a password screen. Enter this code to acquire a selection of starting levels. (You must not have any memory cards inside the PlayStation while doing this code.)

Mission Select: P8H!H!P8P?H!?

Resident Evil 2

In addition to the thrills and chills normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Play as Hunk: Beat a complete game (Claire and Leon) on the standard difficulty level with an "A" rating. When the rating comes up on the screen, you'll be able to save the scenario with Hunk as the character for a hidden game!
Play as Tofu: This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.
Alternate Costumes: You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. They key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon. These will give you slight advantage in terms of finishing the game.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Sammy Sosa Softball Slam

Press START to pause the game during play, then put in the following tricks.

Huge Softball: R1, R2, R1, R2, R1, R2.
Ball Cannon Mode: L1, L2, L1, L2, L1, L2. Change the horizontal settings by holding L2 and pressing Left or Right. Change the vertical settings by holding L2 and pressing Up or Down. Change the speed by holding L2 and pressing Triangle or X.

Simpsons Wrestling, The

Bonus Match Up: At the title screen where it says, "Press Start," press Up, Up, Down, Down, Left, Right, Left, Right. You will hear a bell and see "Bonus Match On" appear at the top of the screen when the code is entered correctly. On the main menu screen, you will see a new option called "Bonus Match Up." Choose this option and you will be able to fight in any ring with any character in the game. (Note: On the Itchy 'n' Scratchy level, you can only fight with Itchy and Scratchy.)

Spec Ops: Ranger Elite

Invulnerability: From the main menu screen, choose a One Player Game. On the "Sign In" screen, enter your name as ROCKSTAR. In the middle of the game, press START to pause. Turn the Invulnerable option to "On" and resume the game. This will protect you from all gunfire and explosions in the game.

Spyro: Year of the Dragon

In the middle of the game, press START to pause. Then enter any one of these codes for the results shown.

Spyro's Huge Head: Up, R1, Up, R1, Up, R1, Circle, Circle, Circle, Circle.
Flat Spyro: Left, Right, Left, Right, L1, R1, L1, R1, Square, Circle.
More Hit Points: Circle, R1, Circle, L1, Circle, R2, Circle, L2, Circle.
Easier Game: Circle, Square, Right, Left, Right, Square, Circle, X.
Harder Game: Circle, Square, Right, Left, Right, Square, Circle, Square.
Spyro Is Green: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Triangle.
Spyro Is Yellow: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Up.
Spyro Is Blue: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, X.
Spyro Is Pink: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Square.
Spyro Is Red: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Circle.
Spyro Is Black: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down.
Spyro Is Original Purple Color: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Right.

Supercross

On the main menu, access the game options. Then move down and access the "Enter

MLB 2002

Homerun Murray: From the main menu, choose the "General Manager" option. On the next screen, choose "Create Player." On this screen, put in Scott for your first name and Murray for your last name. You can change any other stats you want, but it's not necessary. Save your new player into the free agent pool and trade him to the team of your choice. Begin a game with that team. When Scott Murray comes up to bat, he will be able to hit a 606 ft. homerun!





Codes" option. Put in these passwords to unlock many different riders, tracks and features as shown.

Tricky the Clown: POLKADOT
MR-34 Robot: METALDUDE
Billy Ray MudMullet: POSSUMPANCAKES
Happy Smiley: HAVEANICEDAY
Bones: MARROWMAN
Sarcophagus Jones: PYRAMIDSCHEME
Space Overlord: BUNGAVEE
Harry Bigfoot: MMMSQUIRREL
Astro Nut: ONESMALLSTEP
Hot Tub Harvey: HARVEYSAYSRELAX
Moto Samurai: HONORFIRST
Some Guy: WHOSTHAT
Doctor Invisso: LOOKMANOBODY
TieDye Guy: MELLOWOUT
The King: SIDEBURNS
Smitty Sugarlegs: ENDZONEDANCE
EA Guy: EASPORTSRIDE
Supercross Avenger: TRIPLELEAPER
Agent Albert: PEANUTBUTTER
Bob Page: FORTYFOUR
Brave Scotsman: PLAIDROCKS
David Bailey: IRONMAN
EA Gal: LETSGOEAGAL
The Zombie: LOVESBRAINS
Ecko Rider: WWWECKOCOM
El Luchador: MASKEDMAN
Freedom Fighter: AMERICAN
Johnny O'Marra: 4XUSMXDNCHAMP
Roger DeCoster: 9XBELGIANCHAMP
Spitt Polish: THREEPIECESUIT
Dave Davis: MACK DADDY
Launching Pad Track: OSSFMOGLFM
Washougal Track: WMXPLIBWWA
Riverbed Track: OTRATTWTGHWG
FMF Championship Series: NEEDNEWEXHAUST
Etnies Freestyle Games: SHOESANDTRICKS
Parts Unlimited Championship Series: SANDBOLTS
Wrenchead Championship Series: SUPPLIESONLINE
Scott Championship Series: THROWMEGOGGLES
Parts Unlimited Championship Series: SANDBOLTS
Invisible Bikes: NOBIKES
Joke Riders: JOKERIDERS
Exploding Text (Freestyle only): EXPLODE
Unlimited Power Clutch: UNLIMITEDPC
Invisible Riders: NORIDERS
Your Own Weakness: I AM WEAK
Short Track Fences: LOFENCES

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold the following buttons in this order: Right+L2+R2+Circle+Square. With these buttons held, press X. You will hear a sound if you entered everything correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option that will let you end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Tenchu 2: Birth of the Stealth Assassins

Unlock Every Stage: From the stage select screen, hold Square+Circle+SELECT. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2.

Unlock All Items: On the "Items" screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1: On the "Items" screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

Regain Energy: Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

Unlock Tatsumaru: From the stage select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, SELECT.

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, do one of these methods for the results as shown.

All Items: While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. Go back to the "Inventory" screen and you will have all the weapons, unlimited ammo, etc.

Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+ R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode: Hold L1 and press Square, Circle, Up, Left, Left. Go back to the main menu and then at the select player screen, you will see the skaters with big heads.

Special Available Anytime: Hold L1 and press X, Triangle, Circle, Down, Up, Right.

Get 10X Multiplier: Hold L1 and press Square, Triangle, Up, Down.

Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.

Slow Mo: Hold L1 and press Square, Left, Up, Square, Left.

Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down.

Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.

Low Gravity: X, Square, Left, Up, Down, Up, Square, Triangle.

Slow Motion Tricks: Circle, Up, Triangle, Square, X, Triangle, Circle.

Wire Frames: Down, Circle, Right, Up, Square, Triangle.

No Texture Maps: Down, Down, Up, Square,

Marvel vs. Capcom

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps.) on the "Enter Cheats" screen as shown.

Level Select: XCLSIOR
Invulnerable: RUSTCRST
Webbing: STRUDL
Game Comic Covers: ALLSIXCC
Movie Viewer: WATCH EM
Character Viewer: CVIEW EM
Storyboard Viewer: CGOSSETT
What If Contest: GBHSRSPM
Ben Reilly Costume: BNREILLY
Symbiote Spidey Costume: BLKSPIDR
Spidey 2099 Costume: TWNTYNDN
Captain Universe Costume: S COSMIC
Spidey Unlimited Costume: PARALLEL
Scarlet Spider Costume: LETTER S
Amazing Bagman Costume: AMZBGMAN
Peter Parker Costume: MJS STUD
Quick Change Costume: ALMSTPKR
Unlock J. James Jewett: RULUR
Full Health: DCSTUR
Big Heads: DULUX
Debug Info: LLADNEK

Street Fighter EX 2 Plus

After unlocking these fighters, they can be found on the character select screen.

Play as Garuda: At the main menu, highlight "Arcade" and press SELECT, SELECT, SELECT, Right, SELECT, SELECT, Down, SELECT, SELECT, SELECT.

Play as Shadow Geist: At the main menu, highlight "Versus" and press SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT, Up, SELECT, SELECT, SELECT.

Play as Kairi: At the main menu, highlight "Option" and press SELECT, Right, SELECT, SELECT, SELECT, Down, SELECT, SELECT.

Play as Hayate: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT.

Satellite Fall and Excel Bonus Games: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT.

Bison II Bonus Game: At the main menu, highlight "Bonus Game" and press SELECT (13 times), Up, SELECT, SELECT, SELECT, SELECT, Down, SELECT (14 times).

X-Men: Mutant Academy

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinemas and behind-the-scenes footage!

Fall Brawl

Kurt Warner's Arena Football Unleashed

On the "Today's Contest" screen, enter any of these codes the number of times shown with the Turbo, Jump and Pass buttons (For example, if the code is 1, 2, 3, Right, you will press Turbo one time, Jump two times, Pass three times and the press Right).

Fast Passes: 2, 5, 0, Left.
Super Passing (2P must Agree): 4, 2, 3, Right.
Super Field Goals: 1, 2, 3, Left.
Show Field Goal %: 0, 0, 1, Down.
Allow Stepping out of Bounds: 2, 1, 1, Left.
Power-Up Blockers: 3, 1, 2, Left.
Avengers Stadium: 1, 1, 5, Left.
No First Downs: 2, 1, 0, Up.
No Interceptions: 3, 4, 4, Up.
Infinite Turbo: 5, 1, 4, Up.
Super Blitzing: 0, 4, 5, Up.
Power-Up Teammates: 2, 3, 3, Up.

Madden NFL 2000

Enter one of the following codes at the code entry screen to activate the corresponding cheat function.

20 Yard First downs: FIRSTIS20
Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Injuries: PAINFUL
More Sacks: QBINTHECLUB
More Fumbles: ROLLERGIRL
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFISBLIND
Big Versus Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
Tiburon Bros. Stadium: COTTONCANDY
Industrials Team: INTHEFUTURE
Marshalls Fantasy Team: COWBOYS
All-Madden Team: TEAMMADDEN
All '60s Team: MOJOBABY
All '70s Team: LOVEBEADS

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).

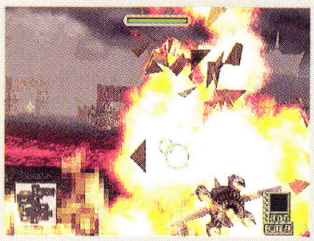
Red, White and Blue Football: 3, 2, 3, Left.
Big Football: 0, 5, 0, Right.
Fast Passes: 2, 5, 0, Left.
Infinite Turbo: 5, 1, 4, Up.
Fast Turbo Running: 0, 3, 2, Left.
Unlimited Throwing Distance: 2, 2, 3, Right.
Power-up Offense: 3, 1, 2, Up.
Power-up Defense: 4, 2, 1, Up.
Power-up Teammates: 2, 3, 3, Up.
Super Blitzing: 0, 4, 5, Up.
Super Field Goals: 1, 2, 3, Left.
No Interceptions: 3, 4, 4, Up.
No Random Fumbles: 4, 2, 3, Down.

War Jetz

From the game setup screen, access the "Input Code" option and put in any of these passwords for the results as shown.

Double Bux: KCHNG
Lots of Bux: WRCHST
Bomb Ball: BMBBLL
Bomb Ball Weapons: CDDDHLR
Bomb Ball Opus: QPVS
All Weapons: NFCH
Dual Fire: TWFRN
Nukes: FTMN
Top Gun: TPGN
Hover Mode: SKTCHY
All FMV Sequences: DVD
Speed Shots: ZPPY
Free ECM: SMKTRL
Fast Planes: STBLT
Bigger Guns: PNFL
Biggest Guns: QDDMG
Vampire Mode: SLRP
Half Damage: CHNKY
No WDL Tax: SWSSBNK
Overlords: CRNFX
All Planes: SHWRM
Spin Shots: SPNNY
Ghost Mode: SNKY
Invulnerable: MRCHBB
Thick Armor: FLYNGTNK
Mega Convoy: NPRBLM
Free Ammo: SPW
Keep Power-Ups: GVTBCK
Every Cheat Open: TWLVCHTS





Triangle, Up, Right.
Flashing Ramps: Down, Up, Square, Circle, Up, Left, Up, X. Once you do a successful trick off a ramp, it will start flashing.
Real Physics: Circle, Right, Up, Left, Triangle, Circle, Right, Up, Down.
Floating Skater: From the main menu screen, press and hold the L1 button. While holding it, press Up, Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press X to jump and then hold X in the air to start rising up! Hold Triangle to hover above the ground. Use L1 and R1 to strafe left and right. Use L2 and R2 to turn completely around. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press X and then hold X again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will tally your score.
Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.
Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.
Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.
No Blood: Right, Up, Square, Triangle.
Skinny Skater: X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.
Obese Skater: X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.
Unlock Everything: From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the select player screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the "End Run" option after entering the code, and you will have access to all the cheats in the game!
NeverSoft Pro Skaters: On the main menu screen, press and hold L1. While holding this button, press Up, Square, Square, Triangle, Right, Up, Circle, Triangle. The skate will spin around to confirm the code was entered correctly. Now access the Create Skater Mode. Choose and empty skater slot from the roster and enter any of the following names to automatically create members of the NeverSoft team.
AARON CAMMARATA
RALPH D'AMATO
JOEL JEWETT
CONNOR JEWETT
MICK WEST
JOHNNY OW
NOEL HINES
GARY JESDANUN
RYAN MCMAHON
NOLAN NELSON
SCOTT PEASE
CHRIS RAUSCH
JUNKI SAITA
DARREN THORNE
JASON UYEDA

Triple Play Baseball

Triple Play Dream Team: On the main menu screen, choose Single Game. Then choose any difficulty setting, number of innings and controllers. When you reach the team select screen, press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. Now the Triple Play Dream Team will appear as a playable team.

Twisted Metal 4

From the options screen, access the "Password" option. Now you can enter any of the button codes that are shown below for various results. You will hear an evil laugh if entered correctly.

Unlimited Specials: Triangle, L1, Down, Triangle, Up.
Only Pick Up Napalms: Right, Left, R1, Right, Circle.
CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

Who Wants to Be a Millionaire: 3rd Ed.

Comments and Alternate Names: On the "Enter Your Name" screen, put in your name as REGIS or REGIS PHILBIN and Regis will tell you that it is taken and replace it with another name, such as BIG FAKER or PRETENDER. If you enter the name, MILLIONAIRE, Regis will make a comment and give you another name, such as MY BIGGEST FAN. If you choose not to enter a name, Regis will get mad and give you a replacement name, such as WHOEVER.

Wipeout 3

Enter the following codes as default names.

All Tracks: WIZZPIG
Phantom Class: JAZZNAZ
Bonus Ships: AVINIT

World's Scariest Police Chases

Enter the following button codes on the main menu screen to the results that are described below.

All Missions: Down, Up, Left, Right, X, Triangle, Circle, Square.
All Starting Locations in Patrol Mode: Down, Up, L2, L1, X, Triangle, R2, R1.
Bonuses and Weapons: Left, Right, L1, R1, Circle, Square, R2, L2.

Wu-Tang: Shaolin Style

All Fighters in Versus Mode: On the main menu screen, press Right, Right, Right, Right, Left, Left, Left, Left, Square, Circle, Square, Circle. You will hear a groaning sound. Now go into the Versus Mode and you will see that all the hidden fighters are now available for use.
Fearmentor: First, enter the "All Fighters in Versus Mode." Highlight RZA and hold the SELECT button. With SELECT held, press the X button.
Cerith: First, enter the "All Fighters in Versus Mode." Highlight GZA and hold the SELECT button. With SELECT held, press the X button.
Sinesis: First, enter the "All Fighters in Versus Mode." Highlight U-God and hold the SELECT button. With SELECT held, press the X button.
Bone Gear: First, enter the "All Fighters in Versus Mode." Highlight Raekwon and hold the SELECT button. With SELECT held, press the X button.
Gasche: First, enter the "All Fighters in Versus Mode." Highlight Masta Killa and hold the SELECT button. With SELECT held, press the X button.
Hystrix: First, enter the "All Fighters in Versus Mode." Highlight Method Man and hold the SELECT button. With SELECT held, press the X button.
Lecher: First, enter the "All Fighters in Versus Mode." Highlight Ol' Dirty and hold the SELECT button. With SELECT held, press the X button.
Xin: First, enter the "All Fighters in Versus Mode." Highlight Inspecta Deck and hold the SELECT button. With SELECT held, press the X button.
Otis: First, enter the "All Fighters in Versus Mode." Highlight Ghostface Killah and hold the SELECT button. With SELECT held, press the X button.

Game Boy

Action Man: Search for Base X

Every Stage Open: Go to the password screen from the main menu and enter 7!B! to access all of the stages in the game.

Aladdin

Hot Tamale: In the Agrabah Street, try to entice the Sultan's guards to walk onto the hot coals.
Cutting It Close: Timing is of the essence when throwing knives at the Knife Juggler. One second off and it's not a pretty sight.
Watch Yourself: Be aware of the basket thieves.
The Straw: Jump on the camels' backs for a little extra height.
Treetop Goodies: Sometimes you'll find more than coconuts in the tops of palm trees. It's not just the monkeys that are up there.
Not Exactly Cowardice: It's sometimes easier to leap adversaries instead of confronting them.
What's the Rush?: There's no clock to worry about, so take your time. You may find items of interest where you'd least expect them.

Army Men 2

All Missions Opened: On the main menu, choose "Password" and then put in Helicopter, Jeep, Grenade, Rifle. This will open up all of the Field and Assault Missions in the game.

Army Men: Air Combat

On the main menu, press Down until the Password option appears. Now put in the following symbols to access these levels.
Mission 2: Box, Cross Medal, Box, Box.
Mission 3: Bullet, Bullet, Bullet, Cross Medal.
Mission 4: Stripes, Bullet, Box, Box.
Mission 5: Cross Medal, Stripes, Cross Medal, Bullet.
Mission 6: Helmet, Bullet, Stripes, Helmet.
Mission 7: Box, Cross Medal, Bullet, Cross Medal.
Mission 8: Bullet, Stripes, Cross Medal, Helmet.
Mission 9: Stripes, Stripes, Bullet, Bullet.
Mission 10: Cross Medal, Helmet, Cross Medal, Helmet.
Mission 11: Helmet, Stripes, Cross Medal, Helmet.
Mission 12: Box, Cross Medal, Stripes, Stripes.
Mission 13: Bullet, Cross Medal, Helmet, Helmet.
Mission 14: Stripes, Cross Medal, Box, Stripes.
Mission 15: Cross Medal, Box, Stripes, Helmet.
Mission 16: Helmet, Cross Medal, Bullet, Stripes.

Army Men: Sarge's Heroes 2

Mission 2 Complete: C1F6Q3TP
Mission 3 Complete: V4R2B1JK
Mission 4 Complete: X6K2L1KT
Mission 5 Complete: S5H8L2RG
Mission 6 Complete: Y2C3T6BF
Mission 7 Complete: F1C4P9VP
Mission 8 Complete: VJC2PFHC
Mission 9 Complete: W3S4C75S
Mission 10 Complete: M8R2X4LS
Mission 11 Complete: KBHD4V1D
Mission 12 Complete: 14NN6168
Mission 13 Complete: PD01S4N5
Mission 14 Complete: B0T7V9CK
Mission 15 Complete: BDD61977
Mission 16 Complete: K4TLLC11
Mission 17 Complete: S6P8D2KG
Mission 18 Complete: 77N5Y14N
Mission 19 Complete: Y2K4X8TP
Mission 20 Complete: 825VN1N6
Mission 21 Complete: KFH1JGCo
Mission 22 Complete: T3F8R0ZY
Mission 23 Complete: Y7C8R2No
Mission 24 Complete: XW3L7B26
Mission 25 Complete: C2X3Q5TC
Mission 26 Complete: LV75HRR9
Mission 27 Complete: D2K7P0S4
Mission 28 Complete: H4KXJ68D
Mission 29 Complete: 1NSY1912
Mission 30 Complete: JYMCBB01

Blaster Master: Enemy Below

Press START at the title screen and then access the "Password" option. Enter one of the level codes below to begin each stage with 99 homing missiles and thunder guns.
Stage 1: I2O2G7KV
Stage 2: M6P3H7Ko
Stage 3: M7O3H7K1
Stage 4: M7P3H7K2
Stage 5: N6O3H7KA
Stage 6: N6P3H7KB
Stage 7: N7O3H7KC
Stage 8: N7P3H7KD

Buffy the Vampire Slayer

Enter these level codes for access to each stage in the game.
Graveyard: 3NKFZ8
Alley: 9MD1WV
Sewers: XTN4F7
Zoo: 5BVPL2
Mansion: 9D6F0S
Initiative: TSCNB4
Caverns: CSJTQZ
Hellmouth: BNPXZ9
Ending: GH9MRY

Buzz Lightyear of Star Command

From the main menu, access the "Password" option and enter these codes for new levels.
Level 2: CVVBB
Level 3: XBVBB
Level 4: YVVBB
Level 5: GBVBB
Level 6: HVVBB
Level 7: 3BVBB
Level 8: 4VVBB
Level 9: LBVBB
Level 10: MVVBB
Level 11: 7BVBB
Level 12: 8VVBB

Dave Mirra Freestyle BMX

All Goals and Trophies: On the main menu, access the "Password" option. Put in your password as R6KZBS7L1CTQMH to complete all goals and open all the locked levels.

Donald Duck: Goin' "Qu@ckers"

Level Passwords: On the main menu screen, choose the "Continue" option. Now enter any of the passwords as shown to advance to that level.
Level 1-2: YMPHTM9
Level 1-3: VNQJVPY
Level 1-4: 2ZSLXSW
Level 1-5: PWYR3XD
Level 2-1: 1KC71PL
Boss Tip (Level 1-5): Jump onto the beehive right before the bear gets underneath it. Watch for bees coming out of the hive. If you wait too long, the bear will stomp the ground and let out more bees. Once you feed the bear honey enough times, he will fall asleep.

Duke Nukem

Enter the following codes on the title screen when "Press Start" is flashing.
Invincibility: Up, Down, Down, Left, Right, Left, Up, Up.
Level Select: Left, Right, Up, Up, Down, Up, Right, Left.

The Jungle Book: Mowgli's Wild Adventure

Level Select: From the main menu, choose "Continue" and then enter BMHG as the password. Next, press START and you will then be taken to the level map of the game. Here, you can choose from any level, including the Extra levels.

The Legend of Zelda: Oracle of Seasons

Hidden Game Boy Advance Area: Using a Game Boy Advance to play this game will gain you access to a new area. In Horon Village, go to the house of the "Know-it-all birds" and the door to the right will be open. Go inside the door and you will enter the 100 Rupee Advance Shop. Everything inside costs 100 rupees. The items include a Gasha Seed, Advance Ring and a Magical Ring.
Chicken Attack: The old chicken attack trick works with this game. Start slashing a chicken with your sword. Continue doing this and you will get a barrage of chickens attacking you! Remove yourself from the area to stop the chickens.

Mario Golf

Golf Left-Handed: Press and hold the SELECT button. While holding this, press the A button. If you choose Mario, Wario, Luigi or Club Champs, your golfer will now become a left-handed player.
Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

NASCAR Racers

Enter the following codes on the password screen to begin at any of the following new levels.
Jungle Level 1 Finished: KTHZTRYW
Jungle Level 2 Finished: PXMMZCHW
Jungle Level 3 Finished: TYGNDPTS
Jungle Level 4 Finished: LZMTTXRS
Egypt Level 1 Finished: GCLSYGZW
Egypt Level 2 Finished: DYCLNSDR
Egypt Level 3 Finished: DTDWWYDZ
Egypt Level 4 Finished: CNCMCCML
Europe Level 1 Finished: DSTZLCTY
Europe Level 2 Finished: NHKMZRXZ
Europe Level 3 Finished: LSCLLLZS
Europe Level 4 Finished: MKYTNHCX
St. Petersburg Level 1 Finished: PPTSZTNT
St. Petersburg Level 2 Finished: TTCWXDSW
St. Petersburg Level 3 Finished: PGPMWKPY (Press START during the race and choose "Quit Race" to win with Gold Racer status.)

Pokémon Gold/Silver

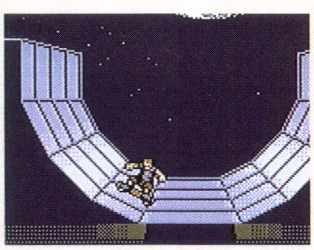
Duplicate Pokémon and Items: WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION! First, you must decide on the Pokémon and item you want to clone. At any time during the game, press START and access the "Pokémon" option. Choose the Pokémon you want to clone and make it hold and item that you also want to clone (such as a Master Ball). Next, go into a town and find a Pokémon Center. Move in front of the PC and press START. Move down the menu and access the "Save" option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you want to save the game, choose "Yes." Now, this part is very important and requires precise timing.

Tony Hawk's Pro Skater 2

Awesome Password: On the main menu screen, access the Password Input and put in this code as shown.
V!T!MB
BBBBVV

This will give Tony Hawk $81,910. You can buy the best board and get into Skate Heaven with this amount of money!





GameShark Codes

Alone in the Dark: The New Nightmare

Infinite Health	91FF14DA
Infinite Revolver Ammo	9163DCCC
Infinite Shotgun Ammo	9163DDCC
Infinite Crossbow Ammo	9163DECC

Land Before Time

Infinite Health	9109A0C0
Max Flowers	9163A2C0
Max Bags	9163A3C0
Always Cera	9100E5C8
Always Little Foot	9101E5C8
Always Ducky	9103E5C8
Always Spike	9104E5C8

Legend of Zelda: Oracle of Ages

Have All Dungeon Maps	01FF86C6 01FF87C6
Have All Compasses	01FF84C6 01FF85C6
Have All Boss Keys	01FF82C6 01FF83C6
Access The Advance Shop	01EA14CF
Infinite Rock Currency	0163AFC6
All Pieces of the Heart	0106ACC6
Infinite Magic Fire Powder	0109BCC6
Mega Jump	019014D0
Have Mermaid Suit	010CA3C6

Return of the Ninja

Infinite Health	910F5CC8
Invisible!	910632CB
Have Power Flame	910100CB
Have Iron Claw	910160C8
Have Tabi	910161C8
Have Kabuto	910163C8
Have Mantle	910164C8
Have Mizugumo	910165C8
Super Weapon	91805ACA
Super Jump	910162C8

Roswell Conspiracies

Public Never Aware	9100DCC0
All Aliens Exposed	9100DAC0
Infinite Health	966303D0
Have All Weapons	9140F0C0
All Explosives Found	9100DBC0
Infinite Time (In Car)	9163DEC0
Infinite Ammo (All Weapons)	9163DDC0
1 Hit Boss Kills	960023D0

Tomb Raider: Curse of the Sword

Infinite Health	91EA92C1
Infinite O2	91EA93C1
Have Unlimited L.Health Paks	9163B3C1
Have Unlimited S.Health Paks	9163B4C1
Have 99 Door Keys	9163B5C1
Have Sub Dock Key	9101B6C1
Have 99 Dynamite Sticks	9163B7C1
Have 99 Cannon Balls	9163B8C1
Have Old Valve	9101B9C1
Have Ancient Shield	9101BCC1
Have Crowbar	9101BDC1
Have Train Lever	9101BEC1
Have Piece Of Safe Code	9101BFC1
Have Rapid Bullets	916396C1
Have Shotgun Rounds	916397C1
Have Gun	910195C1
Have Fire Exit Key	9101B6C1
Have Generator Key	9102B6C1
Have Chemical Plant Key	9104B6C1

The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Boy. Be sure to turn it off before any words other than "Saving" appear on the screen, or the trick will not work. Turn the Game Boy back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding will be cloned inside the box, and still in your party! You can clone up to 5 Pokémon and items at one time by doing this trick.

Pokémon Puzzle Challenge

New Options: On the options screen, hold SELECT and press the A button. Seven new options will appear beneath the Gallery option.

Super-Hard Difficulty: Go to the 1 Player mode and choose Challenge. Highlight the Hard difficulty level and hold the SELECT button. While holding it, press A. S-Hard will appear beneath the Easy option.

Intense Difficulty: Go to the 1 Player mode and choose Challenge. While highlighting the S-Hard difficulty level, hold SELECT and press the A button. Intense will appear underneath the Normal option.

Rayman

Pause in the middle of the game and then enter one of the following codes.

99 Lives: Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.

World Map: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.

All Powers Available: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.

Gain Back Energy: B, Right, A, Up, B, Left, A, Down, B, Right.

Road Champs: BXS Stunt Biking

Every Mode Available: On the password screen, put in QGF7 and all of the modes will be available on the main menu screen.

Most Areas Available: Put in SBPN on the password screen. This unlocks most of the areas in Training, Career and Single Run.

The Simpsons: Night of the Living Treehouse of Horror

From the main menu, access the password option. Now put in any of these codes to get to new levels in the game.

Stage 2: LYTPJTQWBKQ
Stage 3: SKCFKPJTFSJ
Stage 4: GFTFSRTNWQC
Stage 5: WSQJLTQFYWK
Stage 6: NPKYGBKTFWQ
Stage 7: XQRFJWRBTWP

Snoopy Tennis

Unlock Everything: Go to the password option and put in FFWJ as your code to unlock all characters and courts in the game.

Spider-Man 2: The Sinister 6

From the main menu, access the Continue option to get the Password screen. Enter these codes below to advance to higher levels in the game.

Mysterio Defeated: MP!63C
Sandman Defeated: PL851D
Vulture Defeated: MM947F
Scporpion Defeated: TS6!9G
Kraven Defeated: LR6!9G

Star Wars Episode 1: Obi Wan's Adventures

On the main menu screen, access the Password option. On the password screen, enter any of the codes listed to go to that level.

The Trade Federation Landing Craft: BQVQK
The Naboo Swamp: WNLRM
Naboo Swamp & Sacred Place: SDGNK
Coruscant: CNLML
The Catacombs of Theed: BXGTG
The Streets of Theed: QSRVJ
Queen Amidala's Palace: TKGJZ
The Final Battle: LPZCP

Super Mario Bros. Deluxe

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

The Lost Levels: Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game—Super Mario Bros. 2: The Lost Levels.

You vs. Boo: You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You Vs. Boo" bonus levels.

Five Extra Lives: *Note: This works only on a new game.* Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

Tarzan

Level Passwords:
3-1: Vertical Lines, Vertical Lines, Maze, Swirl.
4-1: X, Moon, Up/Down Arrows, Cross.
5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.
6-1: Swirl, Maze, Cross, Up/Down Arrows.

Toy Story Racer

Final Level Code and Quick Race Level Select: From the main menu, choose the "Restore" option and put in these symbols to get to the showdown level at Andy's and Sid's House: Toy Cube, Falling Star, Rocket Rocket, Ball with Star, Spiral. Also, if you exit the game or complete the level, go back to the main menu screen and choose the "Quick Race" option. Now you will be able to select any level in this mode!

Turok 3: Shadow of Oblivion

On the title screen, highlight and enter the options. Access the "Password" option and enter any of these codes for the results shown.

Level Skip: XCDSDFS (Pause the game and press Left or Right to change levels. Press the SELECT button to go to that level.)
Infinite Lives: FJVHDCK

Xtreme Sports

Debug Menu: On the main menu screen, press Left, Left, Left, Left, Left, Up, Up, Up, Up, Up, Right, Right, Right, Right, Right, Down, Down, Down, Down, Down, SELECT, SELECT, SELECT, SELECT, SELECT. A debug menu will appear where you can choose from various events, a scrapbook and sound test!

400 Medals: From the main menu, choose New Game. Choose Guppi or Fin and go to the Sign-In Booth. Put in your name as xyzzy (all lower-case). Exit the booth and then hold the A button and press SELECT. Now press START. You will have 400 medals!

X-Men: Wolverine's Rage

Alternate Costume: From the main menu, access the "Password" option. Put these symbols in the boxes on the screen. Blue Head, Skull Head, X-Men Symbol, Red Hat Head. Now press the A button and you will be taken to the last cinema sequence of the game. After the cinema is done, the game will give you a code to enter on the title screen (with "Press Start" flashing). This code is Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Now you can play as Wolverine in his alternate costume.





Game Boy Advance

Castlevania: Circle of the Moon

(Note: When we performed this trick, we had access to a pre-production version of the game. Please keep in mind that results may be subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode: Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode: Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode: Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode: Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

Earthworm Jim

Level Skip: Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select: Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

What the Heck?: SELECT, R-Shift, B, Down, L-Shift, B.

Down the Tubes: Up, L-Shift, Down, A, R-Shift, A.

Snot a Problem: R-Shift, Up, SELECT, L-Shift, R-Shift, Left.

Level 5: R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.

For Pete's Sake: Right, Left, R-Shift, L-Shift, A, R-Shift.

Buttville: L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT.

F-Zero: Maximum Velocity

Easy Access to Jet Vermillion: (Note: At the time of this writing, the listed web site URL is in service, but subject to change.) Now you can get the Jet Vermillion vehicle by just entering a password! First, you must have access to the internet and a web browser. In your browser, type in http://www.nintendo.co.jp/no8/afzj/vermil/index.html to access the Japanese web site. Scroll to the bottom of the page and you will see a keypad with numbers, letters and symbols on it. Enter the name of your game file by pressing the keys of the keypad with your mouse. You will see three buttons underneath the keypad. When you are finished entering the file name, click the one on the far right. This will bring up another page with a password in large, white letters. This is the password that will give you access to Jet Vermillion. Now go to your game and choose Grand Prix mode. At the ship selection screen, press L-Shift, R-Shift, START, R-Shift, L-Shift, SELECT. A password screen will appear. Enter the password you saw on the website and you will hear a sound. Go back to the ship selection screen and scroll up until you see Jet Vermillion. Now you can play as the hidden car!

Patrick Owens
Cannon Falls, MN

GT Advance: Championship Racing

On the title screen, press and hold the L-Shift+R-Shift buttons, then enter pme pf the codes below. You'll hear a sound if you entered the trick correctly.

Extra 1: Hold Right and press B.

Extra 2: Hold Left and press B.

Ending Credits: Hold Up and press B.

Iridion 3D

Level and Boss Select: On the title screen, move down until you access the "Password" option. On the password screen, put in the following codes (Make sure to include the * symbols at the beginning and end of the passwords). First, enter *S3L3CToN* and when you are taken back to the title screen, enter the Password option again and put in *SHoWT1M3* for the second password. You will be automatically taken to the "Options" screen. The Last two options will be "Start Level" and "Start at Boss." From here you can start at the beginning of any level, or you can choose a level number and choose to start at the boss of that level. During the game, press SELECT to end the current level and return to the title screen.

Namco Museum

Non-Violent Galaga: In Galaga, you can get the enemies to stop shooting. To do this, you must first let all of the waves of enemies get into formation on the first stage. Once you do this, you may begin shooting the enemies, but make sure you leave the blue and yellow Galaga on the far, lower-left corner of the screen alone. Finish off all of the enemies except for this one. Wait for this enemy to dive at you and shoot; avoiding its bullets all the while. Wait until you notice it stop shooting at you (this will take a long time, so be patient), and let it pass a couple more times to make sure it has stopped. Now shoot it and end the stage. On the next stage, all of the enemies will come in formation as usual, but they will not fire at you! Now you can play the rest of the game without enemies shooting at you.

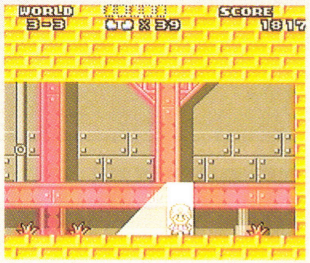
Pinobee

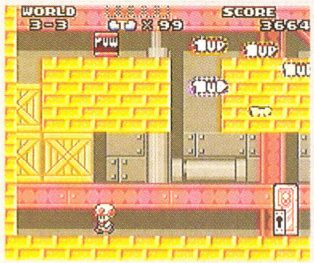
Secret Transformation: Once you get all 16 regular itmes from one color category, the Queen and King Items will be available. Normal items will be in the Item Capsules on the map. Collect these two items to be transformed into Super Pinobee.

Super Mario Advance

Easy 99 Lives: On Stage 3-3, choose Toad as your character and go through the door that leads outside at the beginning of the level. Travel right through the stage until you get to the door that leads you back underground. Upon entering the door, you will notice three plants to the left, and one to the right. The first is a bomb, the second is a potion, the third is a red shell and the fourth is a POW block. Move to the left, dig up the shell and throw it at the two purple enemies. Once you hit them, grab the hearts that pop out if you need them. Now run to the right and dig up the POW block. While carrying the POW block, run to the left until you see two spark enemies circling around two square blocks. As soon as you see them, throw the POW block, hold the B button and run as fast as you can to the left. By doing this, the POW block will hit all the enemies in your way and give you up to five lives. Go out one of the doors and come back in the underground room. You will see that everything is reset for you to do it again. You can do this multiple times to get up to 99 lives!

Duncan Clark
Windham, NH





Infinite Continues: Use up all three of your lives in the first level. When the "Continue" screen appears, press B, B, B. The counter will change to "9" and stop counting down.

Pitfall: The Mayan Adventure

Level Select: On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, SELECT. The "Level Select" will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose.

Debug: To move your character anywhere on the current level screen, press and hold the SELECT button. While holding it, move the D-pad in any direction and your character will go there—being invulnerable all the while.

Rayman Advance

Pause the game during play and enter any of the following button codes to get the corresponding results as shown below. You will hear a sound if you managed to enter them correctly.

99 Lives: Left, Right, Down, Right, Left, R-Shift.

All Levels Open: Up, Left, Right, Down, Right, L-Shift.

Every Power Available: Down, Left, Right, Left, Up, L-Shift.

Refill Health: L-Shift, Down, Left, Up, Down, R-Shift.

Tony Hawk's Pro Skater 2

Fly Mode: On the main menu, hold the R-Shift button and press Left, A, START, A, Right, Up, START. You will hear a sound and the wheel will spin around when you enter this code correctly. While playing the game, press B to jump and then press and hold B to begin floating above the ground. You can move anywhere you want with the D-pad and by holding the R-Shift button, you can rack up some massive points. Just make sure you land on your board!





Coming Soon

HOT TITLES ON THE GAMING HORIZON

Xbox

Star Wars: Obi-Wan

Publisher: LucasArts
Developer: LucasArts
Release Date: December

Originally planned as a PC-only game, Star Wars: Obi-Wan will come out in December as an Xbox-exclusive title.

Obi-Wan, armed only with a lightsaber and a keen understanding of the Force, will have to wipe out Battle Droids, Tuskin Raiders and even Darth Maul himself over the course of 15 different levels.

The game takes place during the time before *Star Wars Episode I: The Phantom Menace* and features some new Star Wars worlds in addition to such familiar locales such as Theed and Tatooine. There's even a mysterious new enemy, known as the Jin'ha, that will be introduced through the game. Looks like the Force may be with the Xbox this winter.





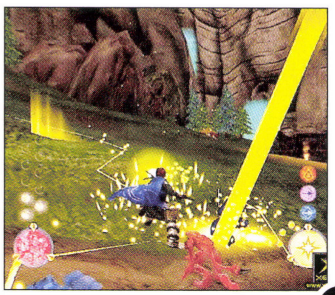














NightCaster

Publisher: Microsoft
Developer: VR-1
Release Date: November

NightCaster takes a novel approach to the stereotypical action/adventure game by endowing its hero with magic abilities. Instead of powering up weapons and items, you'll learn up to 40 different spells from four types of magic (Fire, Water, Light and Dark.)

The spell combat system challenges players to think things out during battle, which is a refreshing alternative to the hack 'n' slash tactics seen in most games of this genre.

Also, don't worry about slowing down the action by having to scroll through RPG-style menus to find the right spell. The game features a dual analog control scheme that will keep the pace of battles as frantic and exciting as possible.

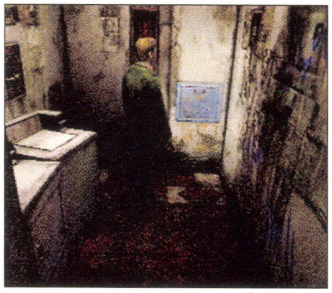
PS2 PlayStation 2

Silent Hill 2

Publisher: Konami
Developer: Konami
Release Date: September









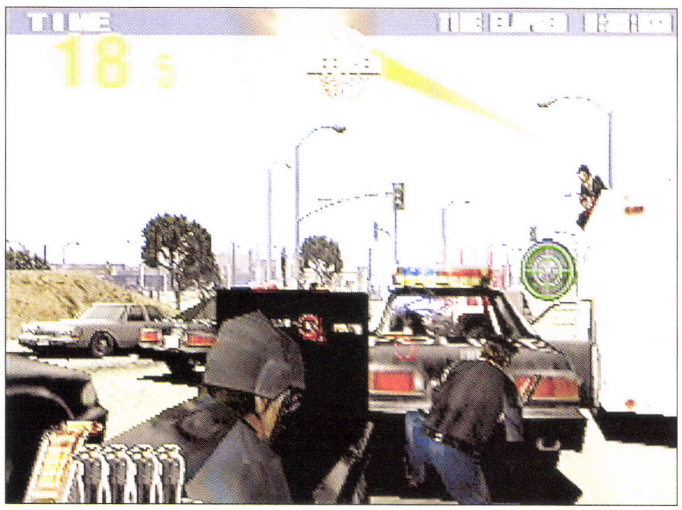


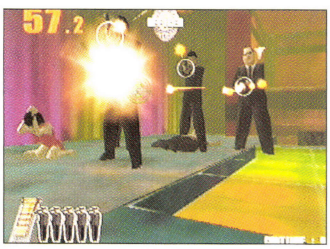


If there was ever a game that can live up to the "horror" part of the "survival horror" moniker, it has to be Silent Hill 2. This is a game that has been tailored to induce real psychological terror—and these aren't cheap scares we're talking about. While most survival horror games are content to make you jump, this one will make you want to hide under your bed.

Although Silent Hill 2's gameplay is pretty standard survival genre fare—fight monsters (or dinos or zombies or whatever...) and solve puzzles—it is innovative in that you can actually customize the difficulty levels to match your preferred style of play. If fighting monsters is boring to you, adjust the settings so you won't have to do it as often. The same thing goes for puzzles. Want more monsters or tougher puzzles? You can get those, too.

Silent Hill 2's creepy sound and disturbing graphics are what seals the deal. We're prepared to be scared, all right, and we feel no shame playing with the lights on.

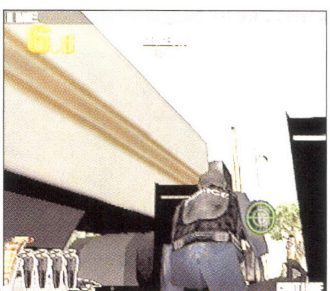












Police 911

Publisher: Konami
Developer: Konami
Release Date: November

If you've yet to experience Police 911 in the arcade, we suggest you find one of the machines and play it immediately. It may look like a typical shooting game, but that's hardly the case. Instead of merely shooting at the bad guys, you must also move your entire body around to hide behind on-screen objects and dodge the virtual bullets that fly your way.

Fortunately for PS2 owners, Konami is planning to bring the total Police 911 experience home by including a Motion Sensor Camera with the game. This camera plugs into the PS2's USB port and tracks your movements just like the arcade version. Of course, you can also play the game without the camera, but it's not nearly as much fun. There's also brand-new Training, Challenge and Extra modes, so you won't get bored after you've mastered the Arcade mode.

GameCube

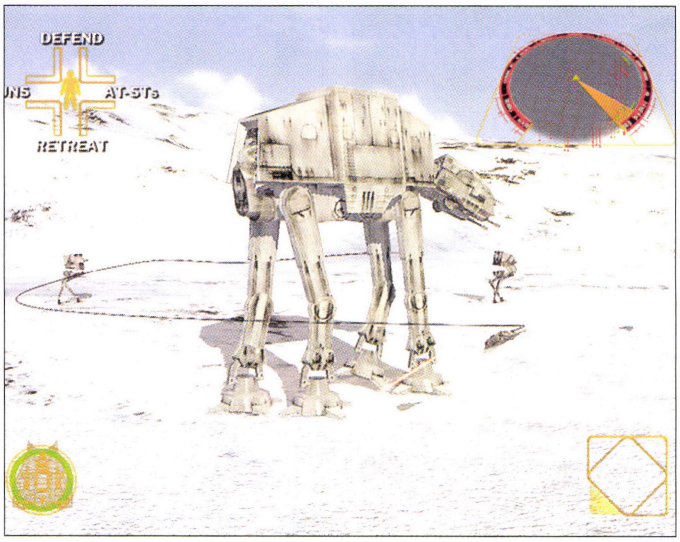
Star Wars Rogue Leader: Rogue Squadron II

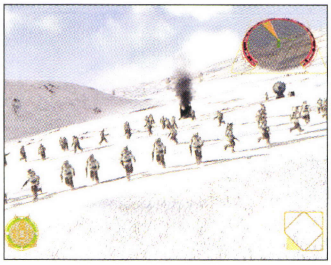
Publisher: LucasArts
Developer: Factor 5
Release Date: November

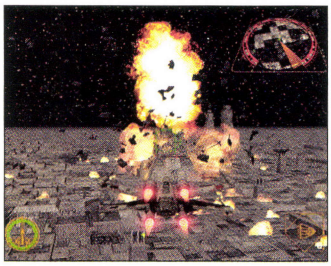
We first saw Rogue Leader at E3, and it was easily one of the more impressive GameCube games there. When LucasArts showed us a more complete version, we were pleased to see that it looks even better.

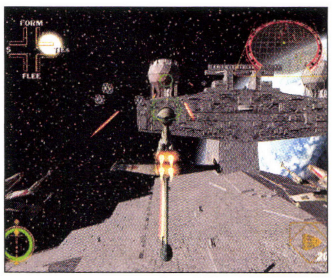
As you can see from the pictures, the Hoth level looks amazing. The AT-ATs and AT-STs are just as imposing as they were in *The Empire Strikes Back*. The second new level that we were shown has you taking out an entire Star Destroyer while swarms of TIE Fighters attempt to stop you.

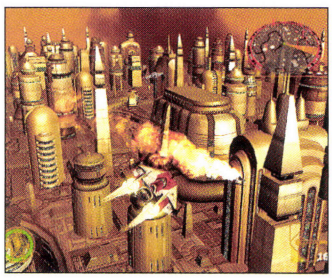
There's no two ways about it—you must pick up this game when you buy the GameCube.

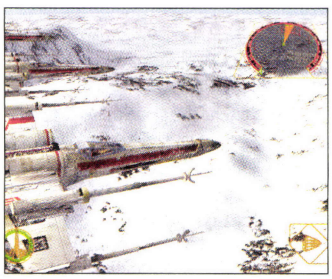




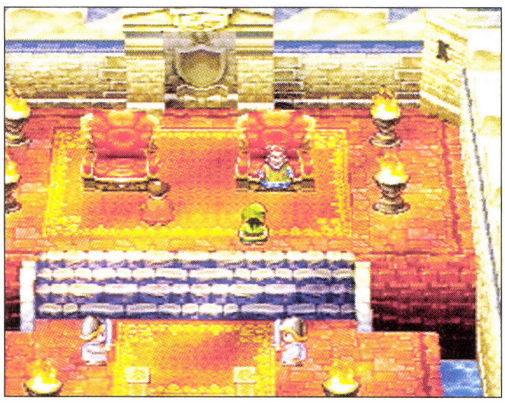






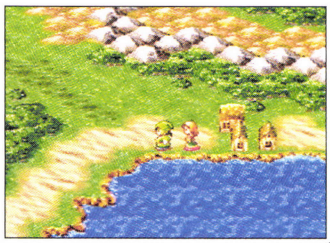


PlayStation











Dragon Warrior VII

Publisher: Enix
Developer: Enix
Release Date: November

Japan's most successful RPG and highest selling game of all time (beating even Final Fantasy) is finally coming to the States, and we couldn't be more excited.

The great thing about Dragon Warrior VII is its accessibility. Everyone from the novice to the hardcore can enjoy the game's basic-but-addictive character building and compelling storyline.

You'll also be happy to know that DW7 can easily stretch the life of your PSone, as its more than 100 hours of gameplay are certain to keep you

Dreamcast

Phantasy Star Online v2.0

Publisher: Sega
Developer: Sonic Team
Release Date: September

You remember Phantasy Star Online, right? The game that jump-started that whole "online console gaming" thing? Yeah, that's the one. Well there's no real sequel yet, but PSO v2.0 should keep online RPG fans satiated until PSO 2 (you know it's in development).

PSO v2.0 adds several new multi-player modes as well as lots of new weapons, armor, spells, and even an new difficulty level: Ultimate. Other minor additions include the ability for Forces to learn higher-level spells and for characters for advance all the way to level 200.

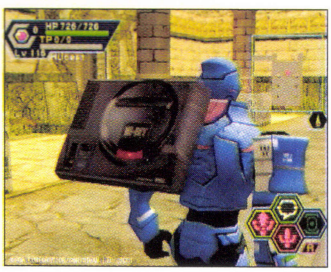
There's one drawback, however: it's pay-to-play. There will be a $5 monthly charge to play (which will require a credit card to make the payment). On the plus side, the fee might make Joe Q. Cheater think twice before ruining the game for everyone.

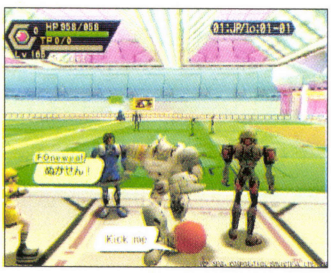








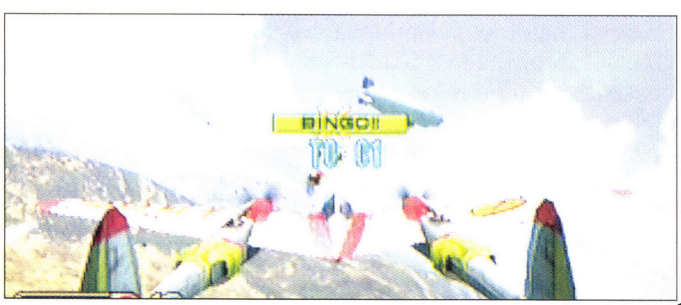














Propeller Arena

Publisher: Sega
Developer: AM2
Release Date: September

Not that we're complaining, but there are a lot of multi-player games out there today. That's why we're always excited to see something different show up in the office. Propeller Arena: Aviation Battle Championship (to use its full name), is unique and a lot of fun.

Choose from eight different planes and hop online, where you can take part in a dogfight with up to five other players. Much like Sega's previous game, Alien Front Online, you can use the Dreamcast's microphone to taunt your opponents in real-time.

Although your main weapon is a standard machine gun, there are also special moves that you can perform. In addition, there are several special weapons that you can collect in the skies where you're battling.

Although Propeller Arena is best played online against other people, it's also an exciting one-player game.

Game of the Month

OCTOBER 2001



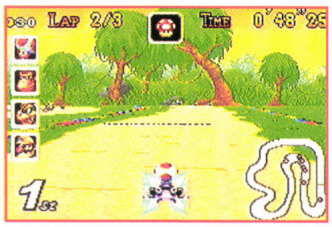
Where's the Feather (Again)?

MARIO KART™ SUPER CIRCUIT™

This new Mario Kart game is sort of a mixture between the two previous titles. It has the graphical style and basic simplicity (no 3D shortcuts) of the SNES original, but it has the power-ups and characters of the N64 version. As a result, any past Mario Kart experience you have will be helpful. Sure, there's no Feather, but hardcore Mario Kart racers can overcome that obstacle and persevere. Some of the other power-ups have undergone some slight changes, too. The Red Shell is now a real menace (it will chase it's target around corners, like a Spiny Shell) and the Lightning Bullet (only Mario Kart scrubs call it a "Bolt") now allows any racer hit by it to still use a power-up. Actually, these changes help breathe some new life and strategy into the game, so it's probably a good thing.

POWER SLIDE

Just as in the old Mario Kart games, it's possible to perform a powerslide to make sharp turns easier. To perform the maneuver, simply hold the R button as you make a sharp turn. If you powerslide long enough (without driving through any grass or other obstacles), you'll receive a small boost as soon as you straighten out. If you keep steering at an angle, you can store the boost for future use.



The powerslide boost lets off a small blue flash that looks a lot like using a Mushroom.

THE cc GAME

When choosing one-player mode, you will be given the option of which cc (cubic centimeter) mode you want to play in. This is basically just a difficulty selection that affects how fast your car drives and how well the CPU racers play. Certain shortcuts may be more difficult in the higher cc levels.

THE ARMORY

BANANA PEEL: Drop this onto narrow stretches of track to give your opponent the slip.

MUSHROOM: This is the best of the common power-ups. Activate it for a quick boost.

GREEN SHELL: This shell will fire in a straight line, either forward or backward.

RED SHELL: Deadlier than ever – the red shell will home on the location of the nearest racer.

TRI-GREEN: You get three to fire, but you cannot fire them backward. Keep them with you to act as a shield.

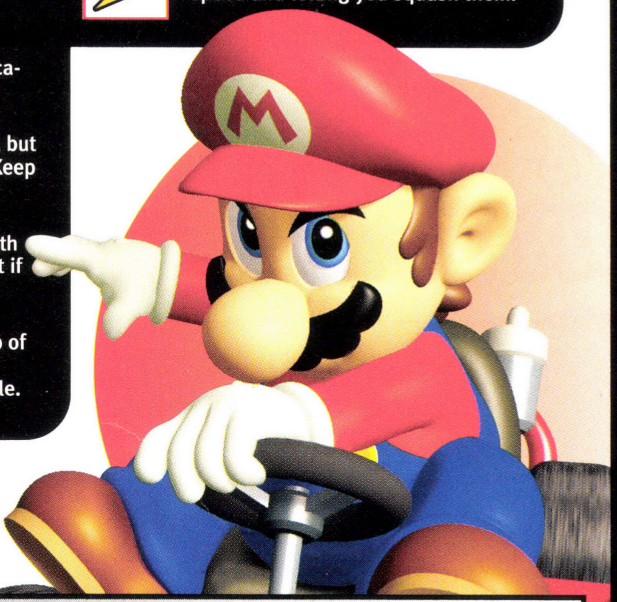
TRI-RED: To balance out the strength of this power-up, you'll only get it if you're trailing the other racers.

BOO: Boo will steal the power-up of a racer (and give it to you), slow them down and make you invisible.

SPINY SHELL: This shell will automatically home on the racer in first place. Don't get in its way.

STAR: You not only get a temporary speed boost from this, but you'll also become invincible until it runs out.

LIGHTNING BULLET: This will shrink all the other racers, reducing their speed and letting you squash them.

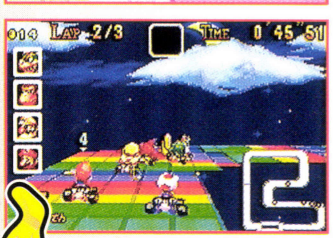


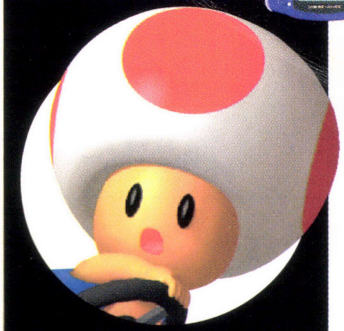


HOW TO UNLOCK THE... SNES TRACKS

- For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them.
- To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify).
- Once you have fulfilled the criteria, access the Extra tracks by pressing L or R on the Cup screen.
- To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.







Yaaaahooooooo oooooo!

by Kenneth "Slim" Miller
kenneth_miller@ziffdavis.com
and Ray LeWan
kidplay@hotmail.com

How can anyone not like Mario Kart? It's the game that started the whole cart racing craze and it's still the best. Well, Mario Kart Super Circuit carries on the tradition and shrinks the series down to GBA proportions.

Although Super Circuit is more like the original Mario Kart than Mario Kart 64 in terms of looks and feel, its power-ups are the same as the N64 game (meaning no feather). It's that lack of the feather that makes racing through some of the hidden SNES tracks a bit of a drag (but they're still a nice inclusion).

Ray and I had a lot of fun with this game, especially in finding the various tricks and shortcuts (the pier in Riverside Park: that was insane) and we hope you have a lot of fun with it to. Sorry that we didn't have room to fit the battle mode, but it's easy to figure out.

database

time to complete	Six-15 Hours
challenge	Moderate
too good	Tri-Red Shell
best shortcut	Lakeside Park
best advice	Save that Mushroom
also try	Mario Kart (SNES)
system	Game Boy Advance
publisher	Nintendo
developer	Intelligent Systems

EVERYONE
E
CONTENT RATED BY ESRB

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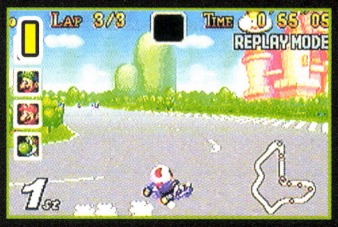
RACE ONE
PEACH CIRCUIT

MUSHROOM CUP

Needless to say, this is the easiest track in the game. Use this track to try out the most basic driving techniques (like powersliding and cutting corners).



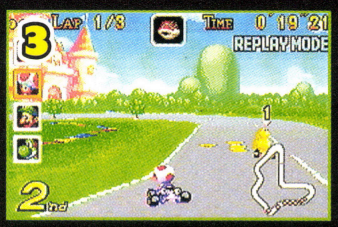
Tricks of the Track



The very first turn is a great place to practice the powerslide and boost maneuvers.



You can use a Mushroom to cut any grass-covered corners, like the ones in this S-curve.



You can also use a Mushroom to cut the corner here...



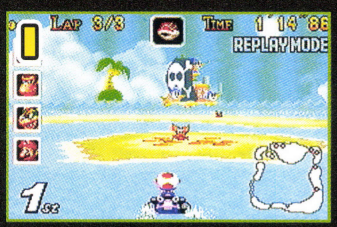
...or right here.

RACE TWO
SHY GUY BEACH

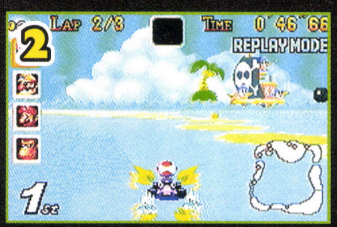
MUSHROOM CUP

This relatively easy track contains your first real hazard: deep water.

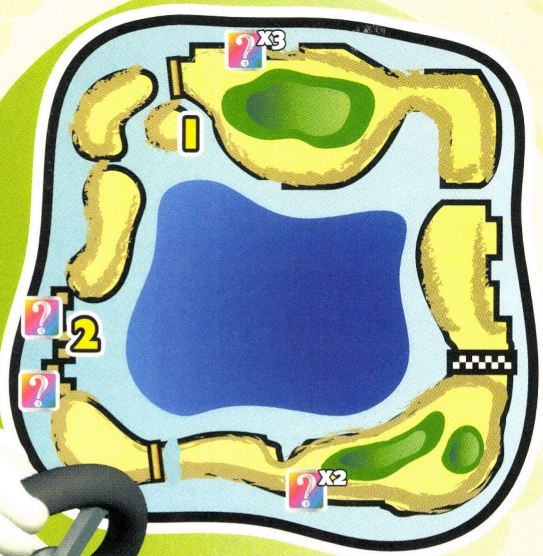
Tricks of the Track



Take a slight detour at this spot to retrieve the coins on this island.

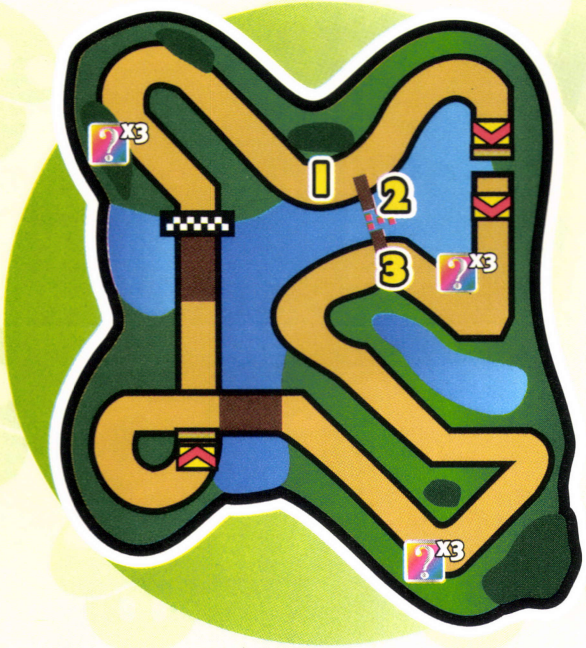


Using a Mushroom or Star makes it very easy to cut across areas where there's shallow water.



RACE THREE
RIVERSIDE PARK

This would be a rather basic track if it were not for the (most likely accidental) inclusion of a very difficult shortcut that should only be attempted by Mario Kart masters.



Tricks of the Track





Just after you pass the first U-turn you'll come up on another turn that has a small pier at the edge. Dip into the grass and make as wide a turn as possible to the right so that you end up on the pier (going as fast as you can manage). Right as you reach the end of the pier, jump to the right (yes, into the water) and aim for the small space between the blocks.



If you performed those steps correctly (and you were lucky), you'll bounce on the blocks and eventually fall into the water on the other side of the track.



You'll be under water, but you can still drive if you're quick. Aim for the pier and hit the accelerator. Ignore Lakitu and keep driving until you end up on the other side.

RACE FOUR
BOWSER CASTLE I

All the Bowser Castle tracks are pretty simple, and this track is the easiest of the bunch—just watch out for the tight corners and fireball traps.

Tricks of the Track



All the turns on this track are right angles, so you can make sharp turns by using the powerslide technique. Just be careful not to cut it too short (and hit a wall).



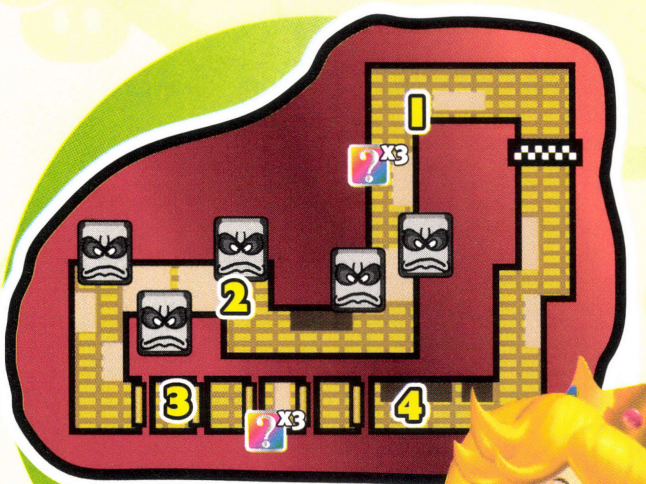
This track hosts the first appearance of Thwomps. You can drive under them if they're in the air, but it's much safer to just drive around them (or you risk being squashed).

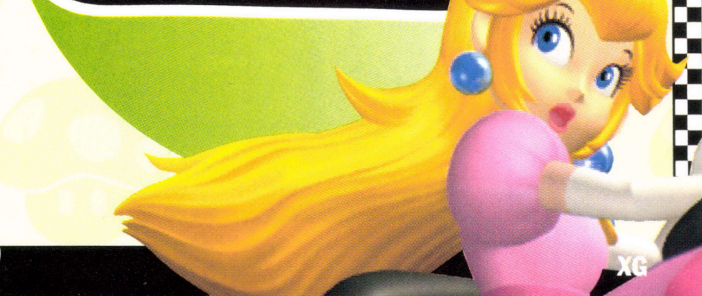


If you get hit by a fireball during one of these jumps, just keep driving. If you keep making the jumps...



...you'll eventually straighten automatically without ever spinning out.





RACE ONE
MARIO CIRCUIT

There's really only one shortcut on this level, and it's pretty obvious. Still, it can really help you keep (or regain) the lead if you take it every lap. You can also use Mushrooms or Stars to cut corners on this track (just like any other grass track).



Tricks of the Track



This power-up block is a little out of the way, but it's worth it to try and grab it. Since there are only two other power-up block areas on the track, each one is important.



If you use a Mushroom here, you'll cut across a large area of grass...



...and end up right here, just in front of the track's lone shortcut...

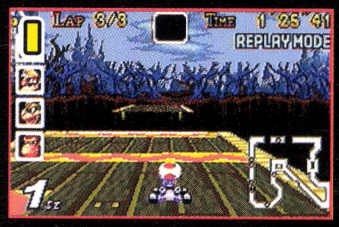


...which is this small side track and speed strip (you can easily get here without a Mushroom).

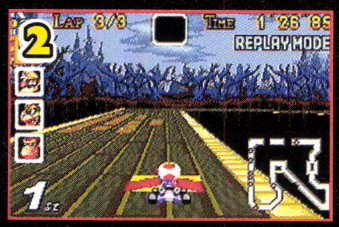
RACE TWO
BOO LAKE

All the ghost levels are pretty similar. They each rely on bridges (often hidden) for shortcuts and are full of holes and broken edges that make maneuvering a real pain.

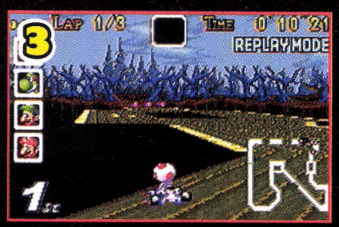
Tricks of the Track



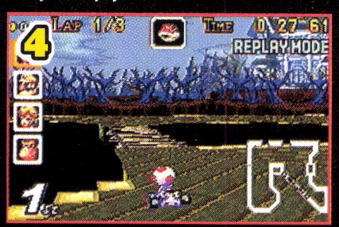
When you hit the speed strips right after the first turn, keep to the right side...



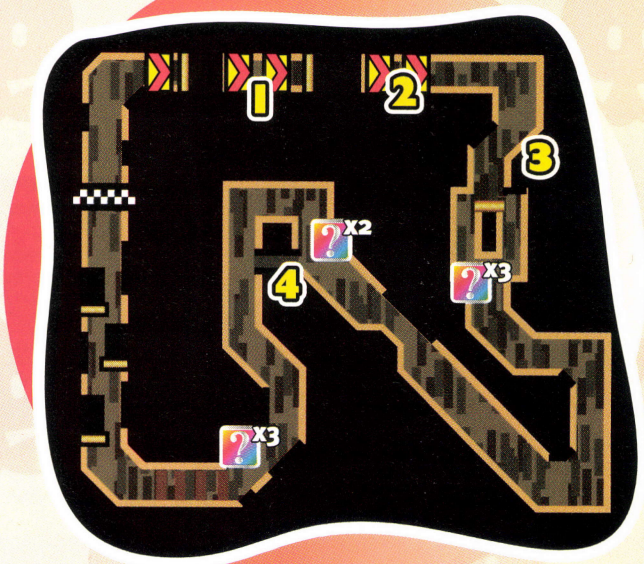
...and you'll end up right in front of this final speed strip that will give you a very helpful boost. Make sure to take the turn at the end very sharply...



...so you'll be able to make it onto this hidden bridge on the left. Be very careful on this (and every) bridge, as it's very easy to fall off.

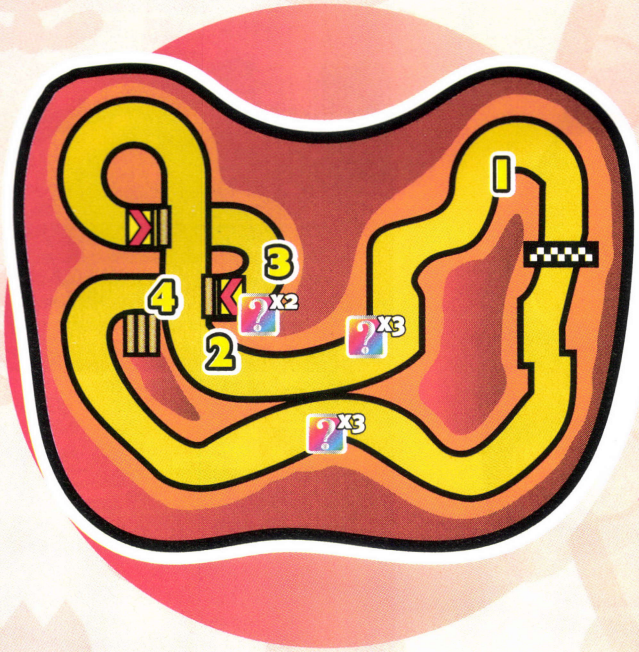


This bridge is easier to see than the first one, but it's not any wider. Again, be careful not to fall off.



RACE THREE
CHEESE LAND

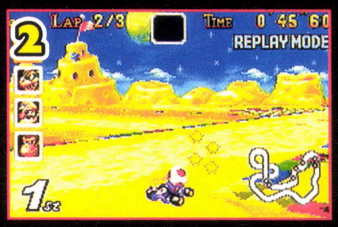
Cheese Land? What? Regardless of the odd title, this track is pretty easy. There a couple of tight spots, though, that you should watch out for.



Tricks of the Track



You can drive on all but the darkest cheese without really slowing down. Don't be afraid to cut into the light orange areas to make sharp turns.



The turn here is sharp, and there's also a wall with a yellow corner that's hard to see (since it's the same color as the cheese). Make sure you allow enough room to turn.



If you opt to try for the power-up blocks just before the second ramp, be careful not to hold to much to the left. If you do, you may hit the wall...



...and end up back on the track you were on earlier. Unless you've got a serious lead, you'll usually lose several places.

RACE FOUR
BOWSER CASTLE 2

This track incorporates all the same elements as Bowser Castle 1, but in larger amounts. Employ the same strategies that you did on the first track and aim for the speed strips whenever you can.

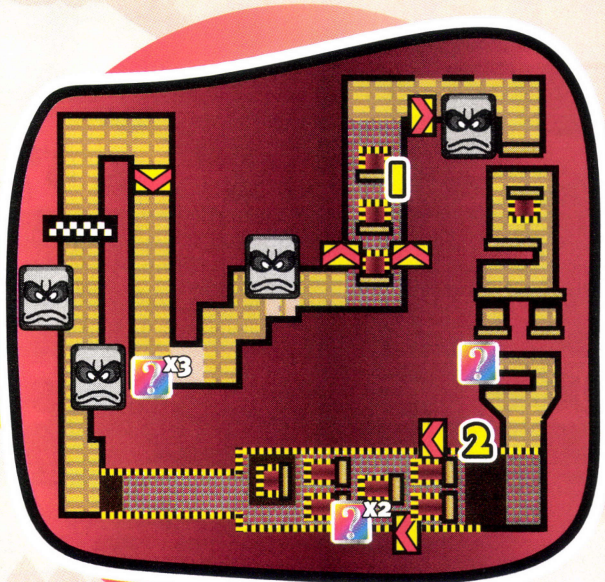
Tricks of the Track



Hop over one of these fire pits to give the slip to any shells that may be following you.



Take the right turn here as sharply as possible and you'll end up right on this speed strip.



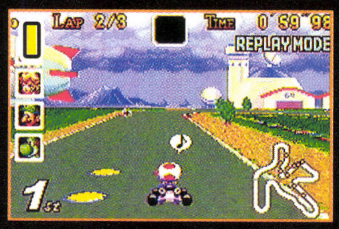


RACE ONE
LUIGI CIRCUIT

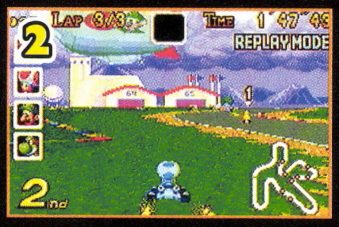
This whole track is covered with water, (which makes it very slippery). Besides that, it's very much like the earlier "Circuit" tracks.



Tricks of the Track



If you're driving near water puddles, keep your thumb ready to hit the B button. If you start to slide, quicly tap the B button once to recover before you spin out.

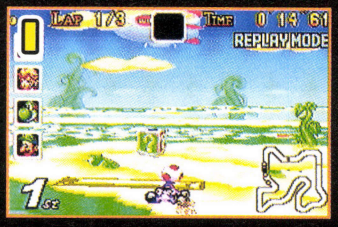


Starting to see a pattern? Use a Mushroom or Star to cut across open grass areas.

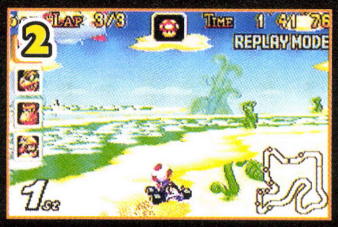
RACE TWO
SKY GARDEN

Wouldn't you know it, clouds seem to be very slippery when you drive on them. Try to stay as close to the middle of the track as possible to avoid falling over the edge.

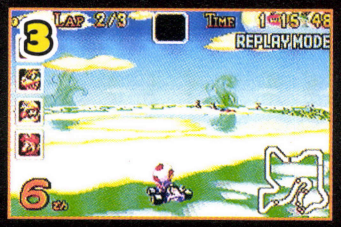
Tricks of the Track



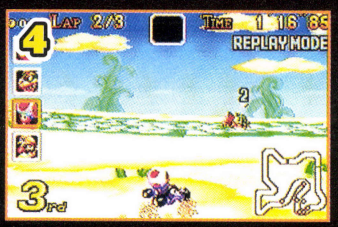
About halfway through the track is a small hop that leads to a power-up block suspended in the air. Make sure to hold right as you jump so you'll land safely.



Be very careful on sharp turns like this one. It's easy to take the turn too wide and slide off the edge.



Look carefully to your left just before you reach the second bridge. Aim for the small cloud between the tracks and jump when you reach the edge...

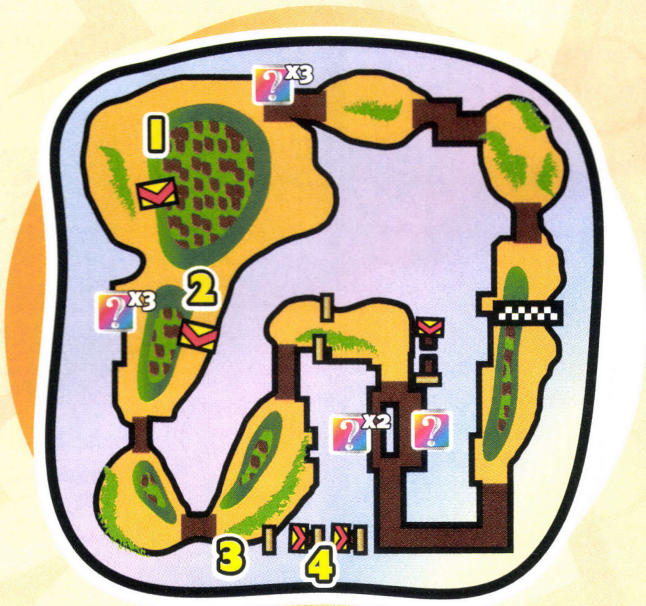


...so that you'll end up right in the middle. Jump again when you reach the other side.

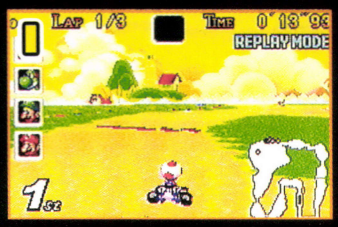


RACE THREE
CHEEP-CHEEP ISLAND

This is another water track, but you'll spend a most of your time on land (unlike the previous water map). You still need to be careful not too fall into the deep water, though.



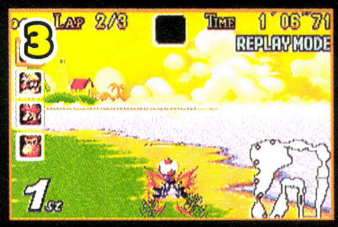
Tricks of the Track

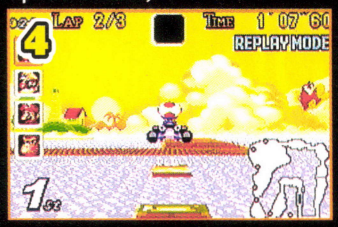


If you turn sharply to the left when you reach the large open area of the map, you'll end up right in front of a speed strip...



...that conveniently leads you straight to another one. Be sure to turn slightly to the right as soon as you hit the strip (or you'll end up in the water).





This shortcut is awesome, but you have to have a Mushroom to pull it off. Hug the right edge of the track, then use the Mushroom right before you reach the jump strip at the very edge of the shore. If you hit it straight-on, you'll fly over the water, bounce off some conveniently-placed jump strips and end up way ahead of the pack.

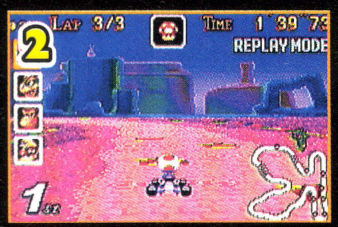
RACE FOUR
SUNSET WILDS

This track is somewhat like Cheese Land (Cheese Land?) but it adds another obstacle—mud. The mud won't make you spin out, but it will slow you down considerably.

Tricks of the Track



Use a Mushroom or a Star when you come up on a patch of mud and you get get by without slowing down.



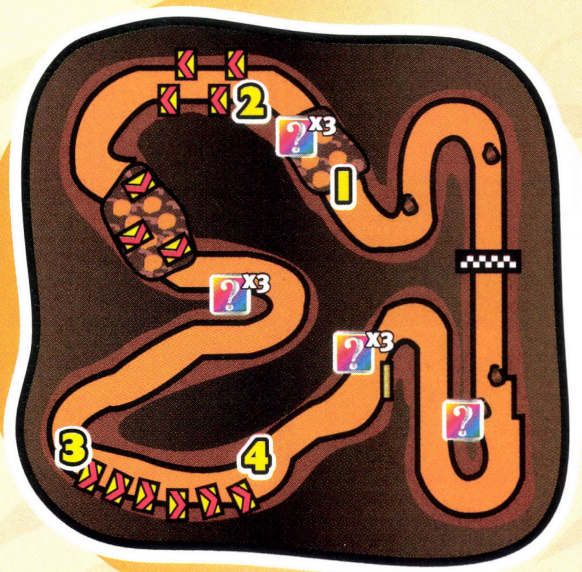
Tired of these jump strips bumping you over the speed strips? Just hop over the first jump strip—you'll land on the speed strip and take off.



When you reach the string of speed strips, make a very long easy left, baby. Aim correctly, and you'll hit every one of the strips.



There's a good chance you'll end up with a Shy Guy on top of you at least once. If you hit the speed strips, the lead you got will make up for any speed you lose.



RACE ONE SNOW LAND

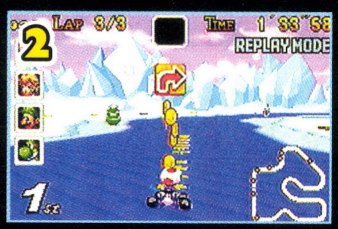
Every cart game has to have an ice track, right? Not surprisingly, this whole track is slippery. Be careful on tight turns.



Tricks of the Track



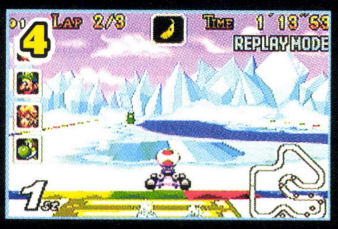
There's a nice shortcut here that doesn't show up on the map. Feel free to take it...



...but you might want to take the usual route on one lap so you can pick up this huge line of coins.



Pull to the left just before you pick up the power-up block and you'll hit a speed strip. Keep your car straight...



...and you'll hit a jump strip here that will bump you over the wall. If you're playing above 50cc, be ready to hit the B button to recover if you start to slip on the ice.

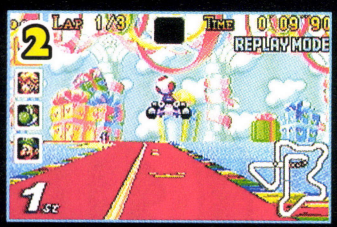
RACE TWO RIBBON ROAD

This track can be downright irritating. It's laden with speed strips that are hard to reach (but that the CPU seems to have no problem hitting every time). Try to hit as many of the speed strips as you can and you'll come out on top.

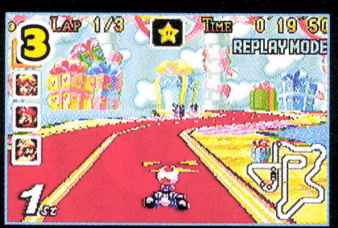
Tricks of the Track



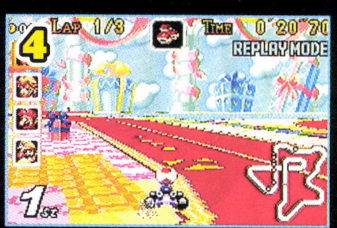
Hug the right wall as you go around this U-turn. It's even OK to slow down a little as long as you hit this speed strip. If you're lined up properly...



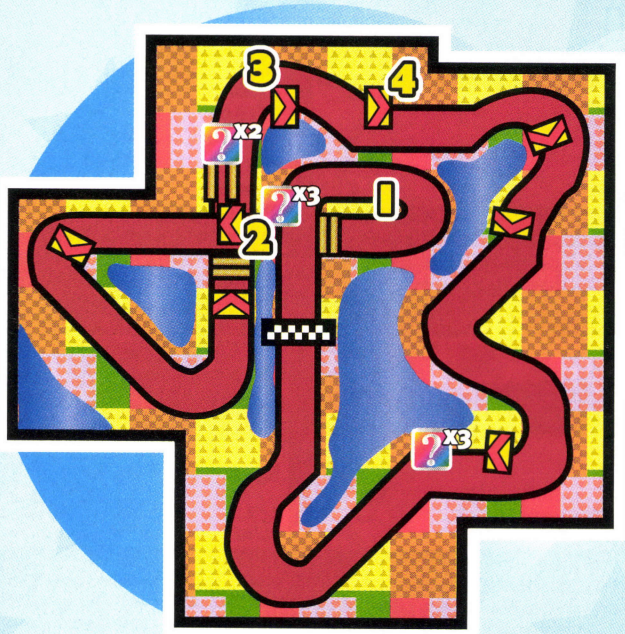
...you'll fly across and end up right in front of another speed strip that will zing you out in front of the other racers.



At the top of the track are two speed strips in a row that aren't that hard to hit. Just take the turn sharply to hit the first, then aim straight...



...to hit the second.



RACE THREE
YOSHI DESERT

This is a fun track, but that doesn't mean it's easy. It has two difficult shortcuts (one of which rivals the one in Riverside Park).



Tricks of the Track



It's not easy, but if you can turn sharply enough, you can hit both speed strips in a row...



...that will lead you to a jump strip that will send you flying over the edge of the oasis.





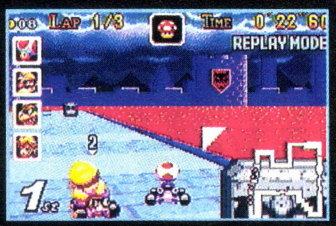
You better be confident with your car's steering if you want to take this shortcut. As soon as you pass the power-up blocks, make a sharp left turn (be careful to avoid the piranha plant), then immediately make a sharp right turn to hit the jump strip at the edge of the water. Make sure to hold a little to the right as you jump (or you'll end up over the wall).

RACE FOUR
BOWSER CASTLE 3

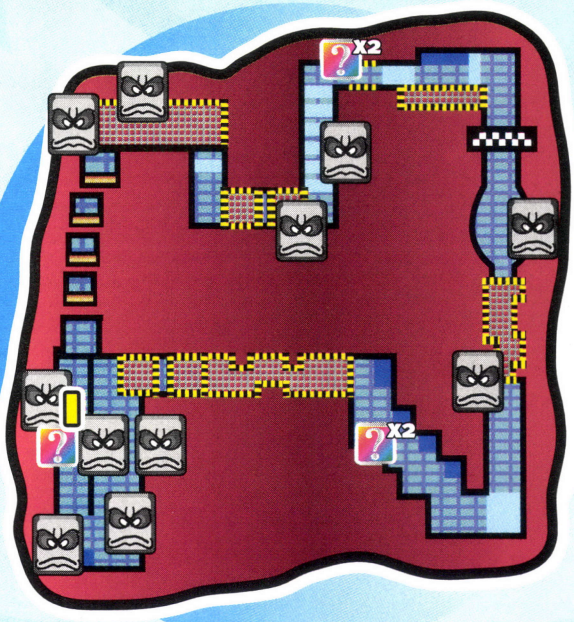
Another Bowser Castle already? My, how time flies. You should be used to these tracks by now, and there are no surprises here.

Tricks of the Track





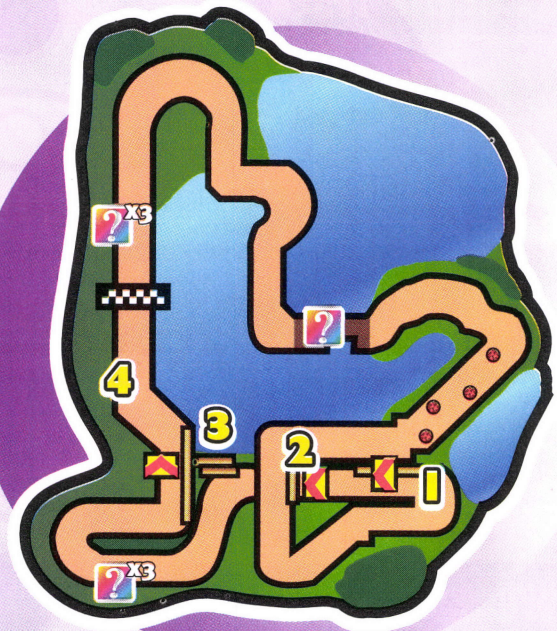
There are no shortcuts on this map, but there is a stylish little maneuver you can pull about halfway through the track. After you finish the series of jumps, you'll come up on a Thwomp that's "guarding" a power-up block. It's possible to drive by the left side of the Thwomp, quickly dip behind it, grab the power-up and keep driving without losing any speed.



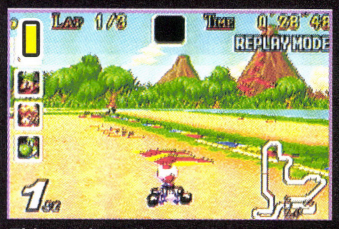


RACE ONE
LAKESIDE PARK

This is the third (and last, of course) level to feature water, but it makes even less use of it than the previous two tracks. Your main concern should be the grass (and the insanely useful shortcut).



Tricks of the Track



This track really only has one shortcut, but you'll only need one. Stay as close to the right wall as possible after this turn, straighten out and hit this speed strip...



...to zip ahead to this ramp, which will send you flying into the air. Hold very slightly to the right...



...and you'll hit a hidden jump strip here that will bounce you into the air again...

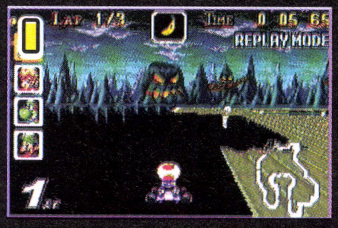


...and safely back onto the track WAY ahead of where you started. You can be in eighth place and easily make it into first with just one trip through this shortcut.

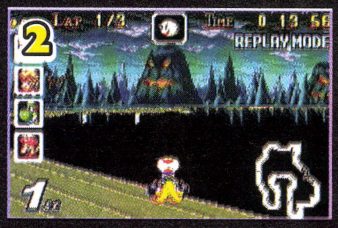
RACE TWO
BROKEN PIER

Broken Pier is just like the other Ghost maps, so be careful with your turning. This track features no fewer than four bridges (three of which are hidden).

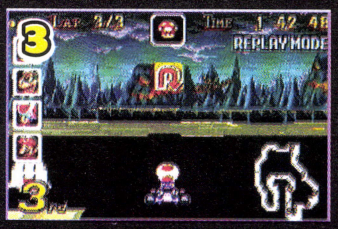
Tricks of the Track



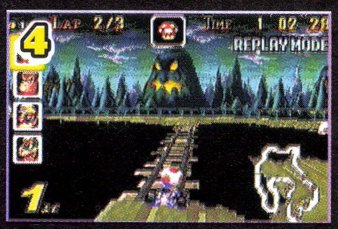
Stay to the left just after the first big turn to make it onto this hidden bridge.



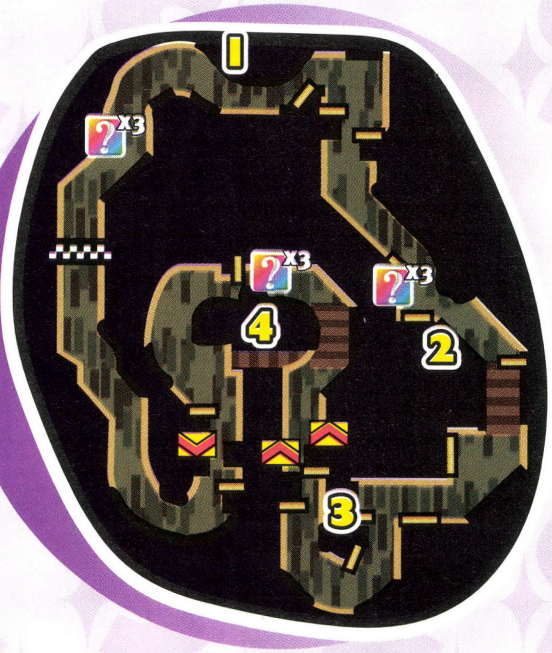
Keep to the right just after you pass the second set of power-up blocks and you'll drive right onto this hidden bridge.



Yep, it's another hidden bridge. Just keep going straight at the end of this straightaway.

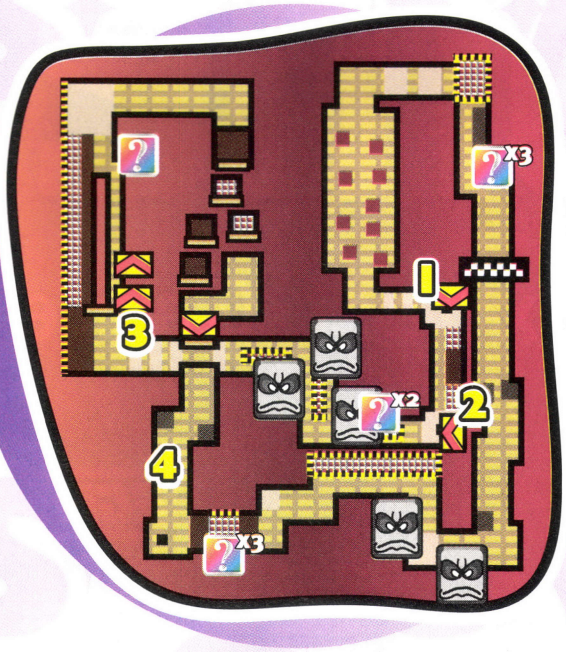


It's a bridge...that's not hidden! Just pull sharply to the left and be careful not to fall off.

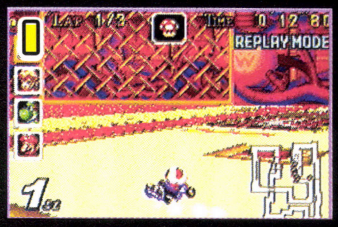


RACE THREE
BOWSER CASTLE 4

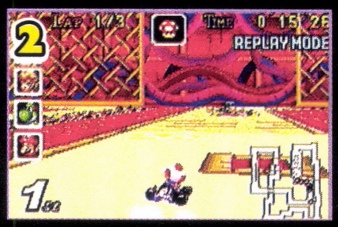
Same old, same old. Bowser Castle 4 might as well be Bowser Castle 1, except for the large size of the map. Same story as before—sharp turns and fire pits.



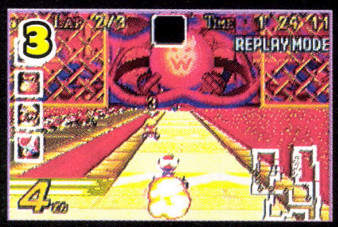
Tricks of the Track



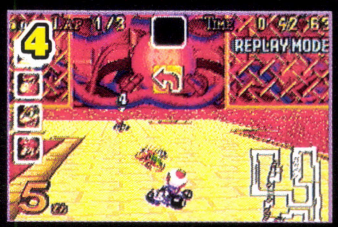
Make a wide right turn here to hit this speed strip...



...then repeat the same maneuver at the end of the straightaway to hit another speed strip.



Make this right turn as sharply as possible and you'll hit a couple of speed strips. Make sure to aim straight ahead (or you will fly into the lava strip on the left).



These little green Koopas are quite adept at getting in your way. Try to drive as far around them as possible. If you do hit one, you can recover by hitting B.

RACE FOUR
RAINBOW ROAD

What would Mario Kart be without Rainbow Road? Don't answer that. This time around, instead of simply having no outer walls, there are often jump strips along the edge that will bump you over into the void if you hit them. Watch out for the falling stars you'll encounter early on during the race.

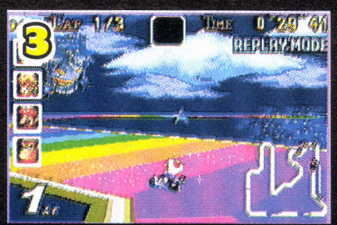
Tricks of the Track



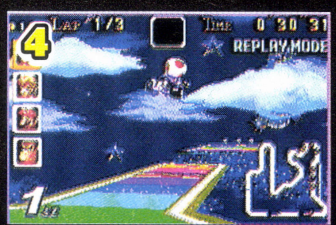
It's possible to use the jump strip edges to your advantage. If you're coming up on a turn, take it super sharply and you can actually bounce over the gap in the track.



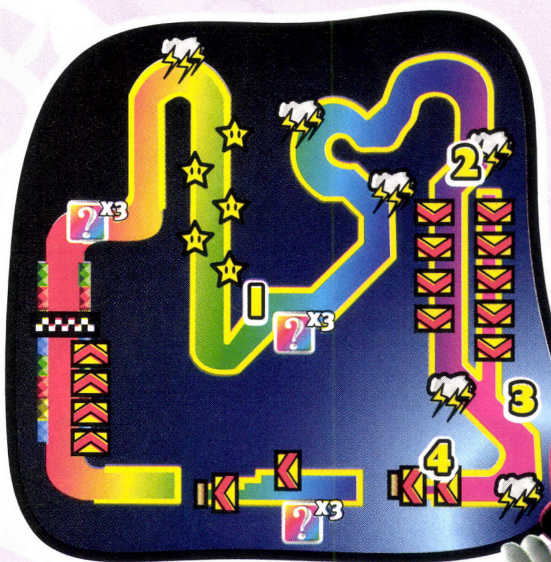
If you're brave, you can try for this shortcut. Aim right for the corner of the jump strip and you'll hop over to a long series of speed strips that will send you...



...back to the main track, but at an alarming speed. Make a hard right turn and you'll hit the jump strip edge again...



...and really fly. Keep holding right (almost) as hard as you can, and you'll end up back on the track. Don't relax yet—you still have to steer through some more turns.



Join us, gentle readers, as we travel back through time and explore the issues of years past. XG has had a rich history, and we now wish to share it with you, our friends.

Game

An Expert Gamer

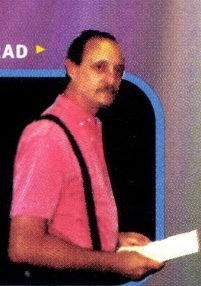


- Street Fighter 2
- Mortal Kombat II
- The Death and Return of Superman
- Breath of Fire
- Blackthorne
- Ecco: The Tides of Time
- Shining Force II

July 1994

The first issue ever! **Ed Semrad** is editor in chief, **Howard Grossman** is senior editor and **"Trickman" Terry Minnich** and **Andy Baran** are assistant editors.

ED SEMRAD ▸





- Daytona USA
- Virtua Racing Deluxe
- Captain Commando
- Super Punch-Out
- Demon's Crest
- Aero the Acro-Bat 2
- Dragon's Lair 2: Time Warp



- Darkstalkers
- Alien vs. Predator
- Animaniacs
- Street Racer
- Ridge Racer 2
- Final Fantasy 3
- Madden '95
- Walsh '95

August 1994

This is the rarest issue of *EGM²/Expert Gamer*. It also marks **Chris Johnston's** (*EGM*'s news editor) debut.



- The Lion King
- Maximum Carnage
- Mickey Mania
- VR Stalker
- Gex
- Burn Cycle
- Megarace
- Darius III

Then...

Retrospective

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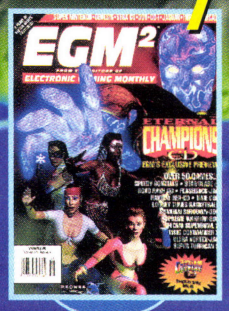
- Zero the Kamikaze Squirrel
- Super Adventure Island II
- Sea Quest DSV
- Super Bonk
- Syndicate
- Star Control II: The Ur-Quan Masters

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- Earthworm Jim
- The Adventures of Batman & Robin
- Super Punch Out
- X-Men: Mutant Apocalypse
- Mega Man x²
- Rise of the Robots

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- Donkey Kong Country
- Brain Lord
- Eternal Champions
- Super Turrican 2
- Time Cop
- Might and Magic III
- Samurai Showdown

8



- Phantasy Star IV
- Pac-In-Time
- Bust-A-Move
- Desert Demolition
- X-Men 2: Clone Wars
- Earthworm Jim: Special Edition
- Battle Frenzy

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- Virtua Fighter 2
- Killer Instinct
- Dark Stalkers
- Donkey Kong Land
- Front Mission
- Comix Zone
- X-Men
- Lunar: Eternal Blue
- Cyber Sled

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- Virtua Racing
- Dark Legends
- Clockwork Knight
- Panzer Dragon
- Night Warriors: Dark Stalkers' Revenge
- Tattoo Assassins
- Road Rash

November 1994

Carey Wise and **Dave "Mad Dogg" Malec** join the mag. Also featured is a first look at the Sega Saturn and a guide for Final Fantasy III.



February 1995

This issue features a preview of the never-to-be-released StarFox 2 for the Super NES.

December 1994

Quartermann reports that Capcom is preparing to release Street Fighter III in the arcades and on the "Ultra 64," Saturn and 3DO. Guess you can't be right all of the time. This is also the largest issue of the mag at 354 pages.





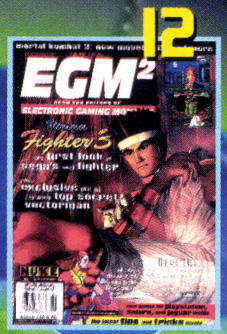
May 1995

We get our first peek at the never-to-be-released Robotech game for the "Ultra 64" in this issue.



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- Virtua Fighter
- Fatal Fury 3
- Tekken
- Mortal Kombat 3
- Robotech
- Judge Dredd
- Front Mission
- Shadow Squadron
- Double Dragon V



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- Virtua Fighter 3
- Justice League
- Lunar 2
- WWF Raw
- Secret of Mana 2
- NBA Jam: T.E.



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- Mortal Kombat 3
- Street Fighter: The Movie
- 3D Lemmings
- Darkstalkers
- Project Overkill
- Bug
- Sim City 2000
- Virtua Cop

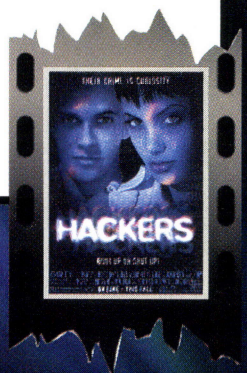


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- Chrono Trigger
- Street Fighter Alpha
- Killer Instinct
- Blackthorne
- Doom 3
- Bomberman 3
- Ballz: The Director's Cut

September 1995

Tomb Raider star, Angelina Jolie, makes her first appearance in our pages in an ad for the movie, *Hackers*. We suppose that everybody has humble beginnings.



1995's *Hackers* movie ad



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- Street Fighter Alpha
- Mega Man 7
- Battle Arena Toshinden
- Tekken 2
- Agile Warrior
- 11th Hour



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- Mortal Kombat 3
- Yoshi's Island
- Rayman
- 3D Lemmings
- Lunar: Eternal Blue
- WWF Wrestlemania



Nelson Taruc tests out the new Virtual Boy

July 1995

Want the scoop on Nintendo's failed portable system? This issue has the first news on the Virtual Boy.

June 1995

This issue's news section features a last minute update about Nintendo making a multi-million dollar investment in a company called Rare. Under the deal, Rare will develop games for "Nintendo's highly secretive, 64-bit cartridge-based machine." What seemed like minor news at the time would result in some of the best N64 games ever, including Banjo-Kazooie, Conker's Bad Fur Day, and, of course, GoldenEye 007.



April 1996

Remember Nintendo's first ad for the N64? The one with Mario standing on top of the earth and swinging Bowser around by his tail? It first appeared in this issue.



December 1995

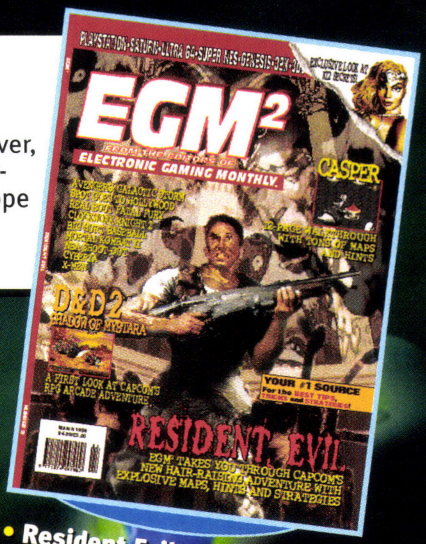
Check out the news story about the M2. 3DO's doomed-from-the-start add-on to its 3DO system.



DIXIE KONG FROM DONKEY KONG COUNTRY 2

21 March 1996

Not only does this issue feature an awful Resident Evil cover, but it also marks the first appearance of "What If" master, Giuseppe Contelli, in the pages of *EGM²*/*Expert Gamer*.



- Resident Evil
- Casper
- Killer Instinct 2
- X-Men: Children of the Atom
- Real Bout Fatal Fury
- Mortal Kombat II
- D&D: Shadow Over Mystara

17



- Marvel Super Heroes
- Earthworm Jim 2
- Ultimate MK3
- Madden '96
- Secret of Evermore
- Vectorman
- Philosoma

18



- Donkey Kong Country 2
- Ultimate MK3
- Virtua Fighter 2
- Warhawk
- Twisted Metal
- Breath of Fire

19



- Street Fighter Alpha
- Samurai Shodown 3
- Toy Story
- X-Men
- Area 51
- Virtua Cop

20



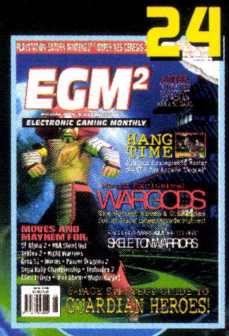
- Killer Instinct 2
- Toshinden 2
- In the Hunt
- King's Field
- Psychic Detective
- Soul Edge
- Gex
- Johnny Bazookatone

22



- Street Fighter Alpha 2
- Return Fire
- Magic Carpet
- Alpine Surfer
- Sonic the Fighters
- Johnny Bazookatone
- Virtua Fighter 3
- Alien Trilogy

24



- War Gods
- Hang Time
- Guardian Heroes
- Street Fighter Alpha 2
- NBA Shoot Out
- Alien Trilogy
- Night Warriors
- Tekken 2



NEW EDITOR IN CHIEF, HOWARD GROSSMAN, AND, WELL, COOKIE MONSTER



- Ultimate Mortal Kombat 3
- Street Fighter Alpha 2
- Mario RPG
- Killer Instinct 2
- Toshinden Remix

23 May 1996

Howard Grossman is promoted to editor in chief and *EGM*'s current editor in chief, **Dan Hsu**, makes his first appearance in our unworthy pages.

July 1996

EGM's lovable scamp, **Crispin Boyer**, creates mischief wherever he goes, including this issue, where he first appeared as an assistant editor.



- MK Trilogy
- X-Men vs. Street Fighter
- Street Fighter Alpha 2
- Tekken 2
- Legacy of Kain
- Street Fighter III
- Final Doom
- Killer Instinct Gold





August 1996

Many people considered Super Mario 64 to be the best game of all time when we did our first strategy of it in this issue. On a related note, we also featured a preview of "Mario Kart R" for the N64.



29 Dual Covers November 1996

Here we feature a preview of Capcom's abandoned Resident Evil sequel, which would later be dubbed "Resident Evil 1.5." Also, **Phil Theobald** begins his five month reign as a part-time assistant editor for the mag.

25



- Gunblade
- Virtual On
- Star Gladiator
- Mario RPG
- Lufia: Rise of the Sinistrals
- Golden Axe: The Duel
- Alone in the Dark
- Blazing Dragons
- Fade to Black

26



- Super Mario 64
- Soul Edge
- Tekken 2
- Crash Bandicoot
- Nights
- Dragon Force
- The Legend of Oasis
- Shining Wisdom

27



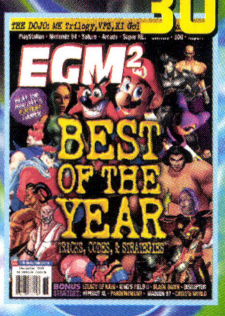
- Tekken 2
- Super Mario 64
- Crash Bandicoot
- Nights
- Mortal Kombat Trilogy
- PilotWings 64
- Toshinden 2
- Clockwork Knight 2

28



- Die Hard Trilogy
- Street Fighter Alpha 2
- Tetris Attack
- Puzzle Fighter II
- Crash Bandicoot
- Super Mario 64

30



- Virtua Fighter 3
- Mortal Kombat Trilogy
- Killer Instinct Gold
- Street Fighter Alpha 2
- King's Field II
- Wipeout XL
- Disruptor
- Pandemonium!
- Black Dawn

31



- Twisted Metal 2
- Donkey Kong Country 3
- Soviet Strike
- Sonic 3D Blast
- Waverace 64
- Perfect Weapon
- Virtual On
- Perfect Weapon
- Samurai Showdown 4

"HEE HEE...I'M THE MAN NOW."



September 1996

With **"Trickman" Terry** working full-time on *EGM*, **Carey Wise** becomes *EGM²*'s Tricks editor under the pseudonym, **"Code Wizard."**

April 1997

Mega Man fans, take note! The back cover of this issue features an ad for the never-released (in America, at least) PlayStation game, Mega Man Battle & Chase.



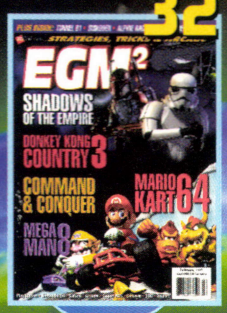
August 1997

The E3 wrap-up in this issue features a first glimpse at some soon-to-be classics, including Final Fantasy VII, Castlevania: Symphony of the Night and GoldenEye 007.



CLOUD FROM FINAL FANTASY VII ▸

32



- Shadows of the Empire
- Donkey Kong Country 3
- Command & Conquer
- Mega Man 8
- Mario Kart 64
- Tunnel B1
- Suikoden
- Alpine Racer 2

33



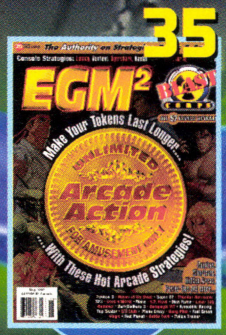
- MechWarrior 2
- Spider
- Turok: Dinosaur Hunter
- Street Fighter III
- Soul Blade
- Vandal Hearts
- Mace: The Dark Age
- Street Fighter EX

34



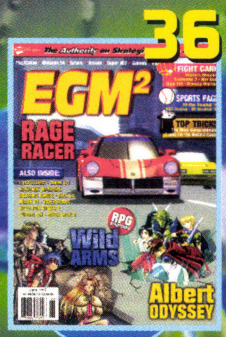
- Street Fighter III
- Soul Blade
- Mace: The Dark Age
- Street Fighter EX
- Tekken 3
- Doom 64
- Turok
- Codename: Tenka
- MechWarrior 2
- Wing Commander IV

35



- Lunacy
- Sentient
- Tigershark
- Vandal Hearts
- Need for Speed 2
- FIFA 64

36



- Albert Odyssey
- Wild Arms
- Rage Racer
- Overblood
- Doom 64
- Nanotek Warrior
- Brahma Force
- FIFA 64
- Manx TT

38

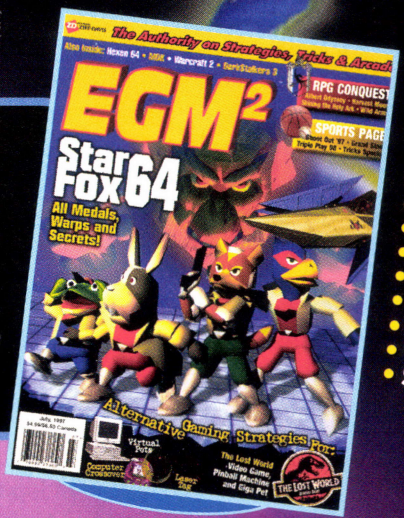


- E3 1997
- Tekken 3
- Warcraft II
- Syndicate Wars
- Ogre Battle
- Swagman
- Soccer Game Blowout



37 July 1997

There are some unorthodox guides in this issue, including one for the virtual pet, Tamagotchi, and one for the laser tag game, Q-Zar. The Q-Zar guide also features a couple hilarious pictures of a young **Andy Baran**.



- Star Fox 64
- Hexen 64
- MDK
- Warcraft 2
- Darkstalkers 3
- Albert Odyssey
- Harvest Moon
- Wild Arms
- Shoot Out '97

January 1998

"WHAT DID YOU CALL ME?" ▸



This issue's worth checking out for no other reason than the Star Wars: Masters of Teras Kasi strategy guide. Sure, as a fighting game, it's pretty bad, but it does feature a Tuskin Raider character named "Hoar." Didn't anyone catch that before the game was released?



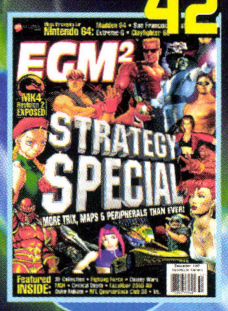
- Mortal Kombat 4
- GoldenEye 007
- Final Fantasy VII
- Tekken 3
- Felony 11-79
- Tetrisphere
- Ace Combat II
- Clock Tower
- Disney's Hercules
- Star Fox 64



- Castlevania: Symphony of the Night
- Abe's Oddysee
- Final Fantasy VII
- GoldenEye 007
- Treasures of the Deep
- Discworld II
- Madden '98
- GameDay '98



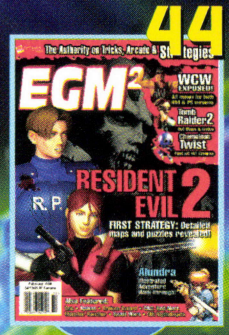
- Mortal Kombat 4
- Croc
- Nuclear Strike
- Diddy Kong Racing
- Castlevania: Symphony of the Night
- Street Fighter EX Plus Alpha
- G Police
- Ghost in the Shell



- Street Fighter Collection
- Fighting Force
- Madden 64
- San Francisco Rush
- Extreme-G
- Clayfighter 63 1/3
- Duke Nukem
- Colony Wars
- NFL Quarterback Club '98



- Tomb Raider 2
- Masters of Teras Kasi
- Mortal Kombat 4
- Crash Bandicoot 2
- MK Mythologies
- Diddy Kong Racing
- Bomberman 64
- NBA Live '98



- Resident Evil 2
- Alundra
- WCW Exposed!
- Tomb Raider 2
- Chameleon Twist
- One
- Spawn
- Monster Rancher
- Broken Sword
- Beast Wars

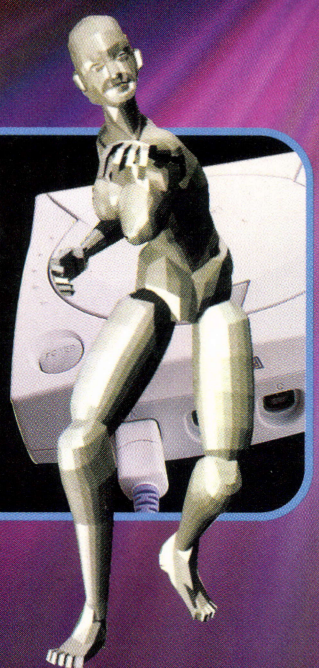
September 1997

The ever-present Mortal Kombat series moves into the third dimension with our first strategy guide on Mortal Kombat 4.



November 1997

From the "Early News Isn't Always Accurate News" department: The news section of this issue discusses Sega's plans for a 64-bit system called the Dural. Granted, the name changed and the bit size doubled, but there were some accurate facts about Sega's new machine. The Dreamcast does feature four controller ports and a Windows CD-based OS as the article reported.



October 1997

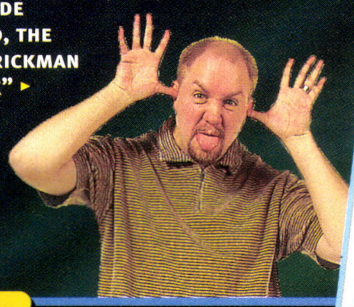
"You Gotta Believe!" This issue features our strategy guide for the hip-hoppinest game to grace the PlayStation, PaRappa the Rapper. The long-awaited sequel to PaRappa (not counting UmJammer Lammy) has recently been released in Japan.



April 1998

In the Tricks of the Trade section in this issue, there's a code for the N64 game, Turok: Dinosaur Hunter, that activates something called "Greg/Dana Mode." After reading this, Phil is currently grilling *EGM*'s **Greg Sewart** about what kind of tricks the surly Canadian has been pulling with his wife.

"NYAH! STEP OFF, CODE WIZARD, THE *REAL* TRICKMAN IS BACK" ▸





47 May 1998

"Trickman" Terry Minnich returns as the king of all tricks in this issue. Huzzah!

- Tekken 3
- SaGa Frontier
- Breath of Fire III
- 1080°
- Snowboard Kids
- Ehrgeiz
- Pitfall 3D
- Dead or Alive
- Triple Play '99

45



- Yoshi's Story
- Final Fantasy Tactics
- Resident Evil 2
- Gex: Enter the Gecko
- Riven
- Mystical Ninja
- Fighters Destiny
- Fighting Bujitsu
- Mortal Kombat 4

46



- Blasto
- Diablo
- Bloody Roar
- Quake 64
- Klonoa
- Tactics Ogre
- Skullmonkeys
- Marvel vs. Capcom
- Street Fighter 3: Second Impact

48



- Banjo-Kazooie
- Gran Turismo
- Tekken 3
- Quest 64
- Panzer Dragoon Saga
- Theme Hospital
- House of the Dead
- Mega Man Legends
- Deathtrap Dungeon

49



- Gran Turismo
- Azure Dreams
- The Granstream Saga
- All-Star Baseball
- Ken Griffey Jr. Baseball
- Forsaken
- Wetrix
- World Cup '98

51



- Mega Man Legends
- Parasite Eve
- F-Zero X
- Heart of Darkness
- C&C: Red Alert Retaliation
- Gex: Enter the Gecko
- Kartia
- Master of Monsters
- Banjo-Kazooie

52



- Parasite Eve
- Spyro the Dragon
- Future Cop L.A.P.D.
- Kagero Deception II
- Street Fighter EX2
- Blitz '99
- Roll Away
- G Darius
- Devil Dice
- Banjo-Kazooie



- Banjo-Kazooie
- Mission: Impossible
- Vigilante 8
- Tomba!
- Thunder Force V
- Pocket Fighter
- Road Rash 3D

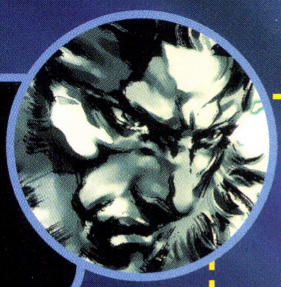
August 1998

50

Issue 50 marks a major change in the history of *EGM²*. This is the issue where the magazine transformed into the *Expert Gamer* that we know and love today. Granted, that all ends with this issue, but you can never have enough change, right?

November 1998

Here's our guide for a little game called Metal Gear Solid. Check out the Electronics Boutique ad is this issue where they advertise the doomed PlayStation game, Thrill Kill.



January 1999

Not only did this issue feature our first awards feature, but it is also one of our highest-selling issues ever. Could it have something to do with the naked Lara Croft on the cover? Naaaahhhh...

March 1999

Just like our previous Resident Evil cover, this issue features some terrible art-work based on a great game.



- Metal Gear Solid
- WWF War Zone
- WCW/NWO Revenge
- Colony Wars: Vengeance
- Rogue Trip
- Resident Evil 2: Dual Shock
- Street Fighter Alpha 3
- Flying Dragons
- Parasite Eve



- Tomb Raider 3
- Turok 2
- The Legend of Zelda: Ocarina of Time
- Crash Bandicoot 3: Warped
- Twisted Metal III
- Oddworld Abe's Exoddus
- Brave Fencer Musashi
- Dark Stalkers 3
- South Park



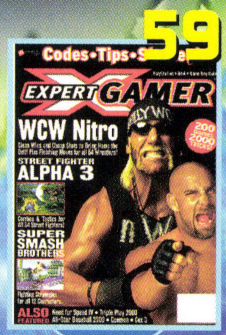
- Star Wars: Rogue Squadron
- WCW/NWO Thunder
- South Park
- The Legend of Zelda: Ocarina of Time
- Mr. Domino
- Crash Bandicoot 3: Warped



- Silent Hill
- Syphon Filter
- Marvel Super Heroes vs. Street Fighter
- Castlevania 64
- Civilization 2
- Akuji the Heartless



- Mario Party
- Pokémon
- Legend of Legaia
- Guardian's Crusade
- Shadow Madness
- T'ai Fu
- NHL Blades of Steel
- NBA In the Zone '99



- WCW Nitro
- Street Fighter Alpha 3
- Super Smash Brothers
- Need for Speed IV
- Triple Play 2000
- Goemon
- All-Star Baseball 2000
- Gex 3



54 December 1998

This issue marks the first, but certainly not last, guide for a Pokémon game.

- The Legend of Zelda: Ocarina of Time
- Turok 2
- Pokémon
- Xenogears
- MediEvil
- Silicon Valley
- GameDay '99
- Soul Calibur
- Madden '99
- Tenchu
- Ninja
- Wild 9

April 1999

Dan Leahy comes aboard as managing editor. The playing of sports games ensues.





61 July 1999

John Ricciardi takes the reigns of *XG* as the editor in chief, and *Official U.S. PlayStation Magazine*'s **Todd Zuniga** gets his start in the video game journalism biz.



JOHN RICCIARDI ▸

◂ TODD ZUNIGA

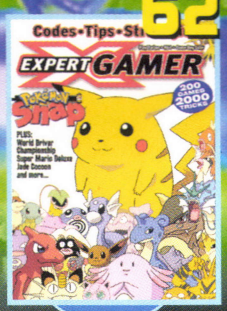
- Ape Escape
- Star Ocean: The Second Story
- LUNAR: Silver Star Story Complete
- Tekken Tag Tournament
- Quake II

60



- Star Wars: Episode I Racers
- Ridge Racer Type 4
- Beetle Adventure Racing
- Ehrgeiz
- Bloody Roar 2
- MLB 2000
- Goemon

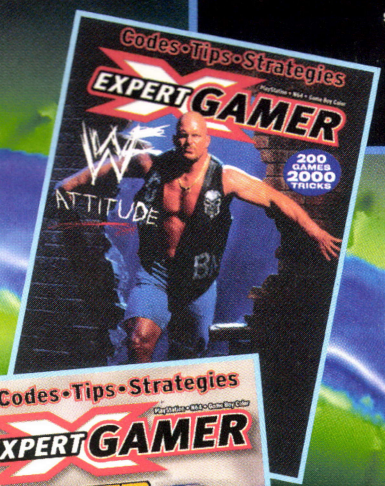
62



- Pokémon Snap
- World Driver Championship
- Super Mario Brothers Deluxe
- Jade Cocoon
- NBA Showtime
- Mario Golf

63 September 1999

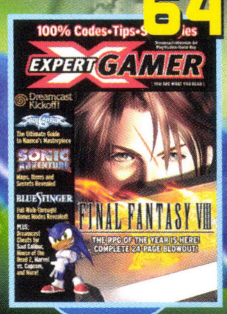
'Rasslin' 'n' racin'. Not only is it a lot of good old American fun, it's also a heck of a lot of apostrophes.





- WWF Attitude
- Legacy of Kain: Soul Reaver
- Driver
- Sled Storm
- Pokémon Pinball
- UnJammer Lammy

64

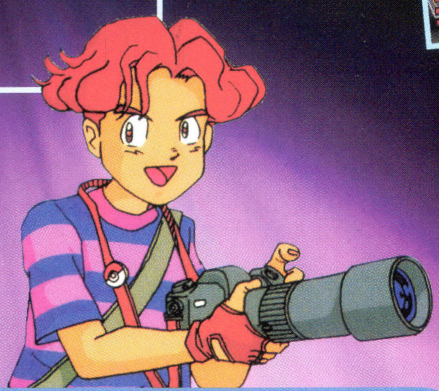


- Final Fantasy VIII
- Soul Calibur
- Sonic Adventure
- Blue Stinger

65



- Dino Crisis
- Crash Team Racing
- Final Fantasy Anthology
- Suikoden II
- Soul Calibur

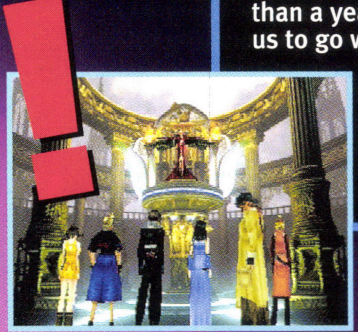


August 1999

EGM's **Mark MacDonald** demonstrates his Pokémon skillz with a very special Pokémon Snap guide.

October 1999

The *Expert Gamer* crew heads north to Canada and drags little **Greg Sewart** down into the States to work for the mag. Less than a year later, he skips out on us to go work for *EGM*, the traitor. Extra-observant readers will note that this issue also features the first appearance of this picture...



◂ THE PICTURE THAT WOULD NOT DIE

December 1999



America's favorite copy editor, **Justyn Harkin**, joins the *XG* crew for some good, old-fashioned fun and excitement.

April 2000

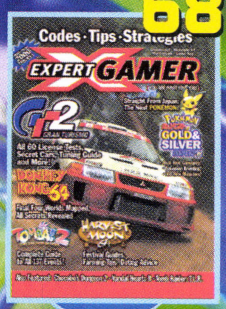
Because our readers demanded it, this issues marks the first appearance of a regular Previews section is *Expert Gamer*. See? We do listen to you.

66



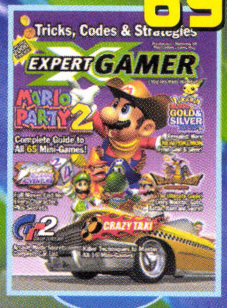
- Resident Evil 3 Nemesis
- Pokémon Special Pikachu Edition
- Jet Force Gemini
- Grandia
- Resident Evil 2 (N64)
- Spyro 2: Ripto's Rage
- Metal Gear Solid: VR Missions

68



- Gran Turismo 2
- Donkey Kong 64
- Pokémon Gold and Silver Edition
- Tomba! 2
- Harvest Moon 64
- Chocobo's Dungeon 2
- Vandal-Hearts II
- Tomb Raider: The Last Revelation

69



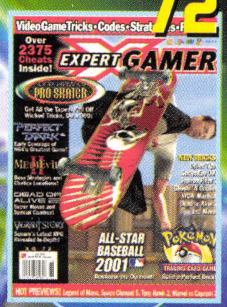
- Mario Party 2
- JoJo's Bizarre Adventure
- Gran Turismo 2
- Crazy Taxi
- Dragon Warrior Monsters
- Pokémon Gold and Silver Edition

70



- Syphon Filter 2
- WWF SmackDown!
- Fear Effect
- Hot Shots Golf 2
- NASCAR Rumble
- Galerians
- Bionic Commando
- Dragon Warrior Monsters

72



- Tony Hawk's Pro Skater
- Perfect Dark
- MediEvil II
- Dead or Alive 2
- Vagrant Story
- All-Star Baseball 2001
- Pokémon Trading Card Game

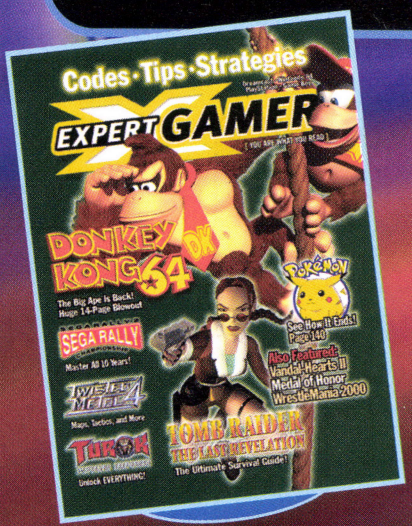
73



- Metal Gear Solid (Game Boy Color)
- Excite Bike 64
- Street Fighter EX2 Plus
- Pokémon Stadium

67 January 2000

To placate the mothers of *XG*'s art guys, this issue features the first appearance of our beloved "Team." Way to go, Team! You rock!



- Donkey Kong 64
- Sega Rally 2 Championship
- Twisted Metal 4
- Turok: Rage Wars
- Tomb Raider: The Last Revelation
- Vandal-Hearts II
- Medal of Honor
- WrestleMania 2000

June 2000

Phil returns in this issue, but only as a Contributing Editor. He'll be back for real next month.

- Pokémon Stadium
- Alundra 2
- Front Mission 3
- NHL 2K
- Resident Evil Code: Veronica



71 May 2000

This is the one! **Dan Leahy** takes over the magazine and decides to put a constipated-looking Pikachu on the cover.

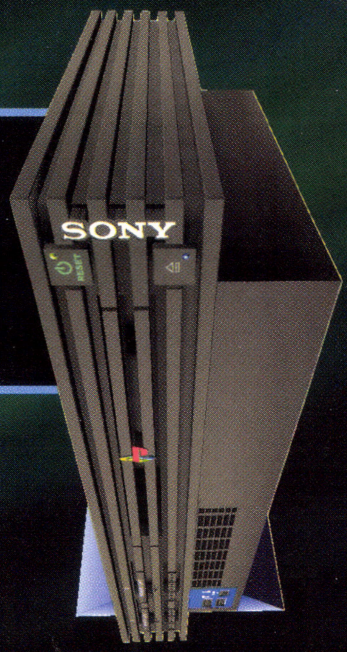
August 2000

XG gained a skilled intern in the form of one **Ray LeWan** this month. He's still doing freelance work for us today.



November 2000

Video game strategies move up to the next level with our first strategies for PlayStation 2 games. SSX, Tekken Tag Tournament and Ridge Racer V get *XG*'s star treatment with some killer guides.



October 2000

After a long absence, *XG*'s International section returns for an issue to see if there's a demand to make it a regular feature.



- Perfect Dark
- Marvel vs. Capcom 2
- Legend of Dragoon
- Wario Land 3



- Mario Tennis
- Kirby 64: The Crystal Shards
- Perfect Dark
- Chrono Cross
- X-Men: Mutant Academy



- Spider-Man
- Ultimate Fighting Championship
- Chrono Cross
- Ogre Battle 64
- Tony Hawk's Pro Skater 2



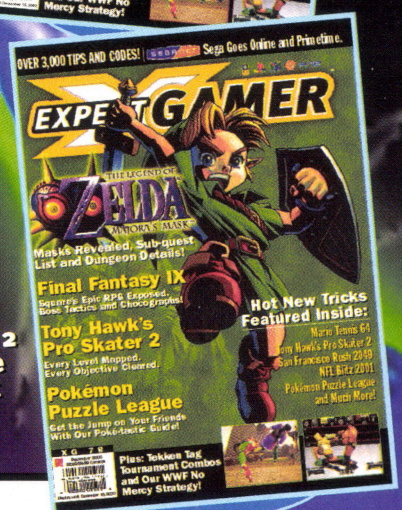
- Dino Crisis 2
- SSX
- Tekken Tag Tournament
- Ridge Racer V
- Super Street Fighter III: 3rd Strike
- Parasite Eve 2



July 2000

Phil and **Slim** join the staff as assistant editors.





- Legend of Zelda: Majora's Mask
- Final Fantasy XI
- Tony Hawk's Pro Skater 2
- Pokémon Puzzle League
- Tekken Tag Tournament
- WWF No Mercy



▼ CHOPPY MCCHOPP

▼ CHOPPY'S ARM-HATING RIVAL, KICKY MCKICKK

78 December 2000

Here's the guide for the long-awaited Final Fantasy IX, and as a super-special treat, this issue features the debut of *XG*'s favorite wrestler, Choppy McChopp.

March 2001

XG's first preview of Final Fantasy X awaits inside issue #81. While you're there, be sure to check out our choice picture of a quality defenestration.





- Pokémon Gold & Silver Edition
- Shenmue
- Legend of Zelda: Majora's Mask
- Quake III Arena
- Final Fantasy IX



- Phantasy Star Online
- Star Wars: Battle for Naboo
- Ready 2 Rumble 2
- Dance Dance Revolution
- Mega Man X5
- Project Justice



- Star Wars Starfighter
- Onimusha: Warlords
- Fear Effect 2: Retro Helix
- Paper Mario



- Pokémon Stadium
- Conker's Bad Fur Day
- ATV Offroad Fury
- Mario Tennis
- Phantasy Star Online
- Metal Gear Solid 2 (Demo Guide)



- Zone of the Enders
- Mario Party 3
- Rumble Racing
- The Simpson's Wrestling



- Red Faction
- Mat Hoffman's Pro BMX
- Quake III: Revolution
- Dr. Mario 64
- 18 Wheeler
- Outtrigger
- Super DodgeBall Advance

GUNDAM AND TERRY BOGART ▸



January 2001

International Gamer becomes a regular feature in our pages. Anime fans rejoice.

May 2001

The Team proves that they're not immune to here-today-gone-tomorrow internet fads when they show up this month as Team All Your Base. On a longer-lasting note, this issue features a guide for the excellent Metal Gear Solid 2 demo and a swell feature about the Dreamcast.



- Driver 2
- Banjo-Tooie
- Jet Grind Radio (Dreamcast)
- WWF SmackDown! 2
- Capcom vs. SNK
- NBA 2K1

80 February 2001

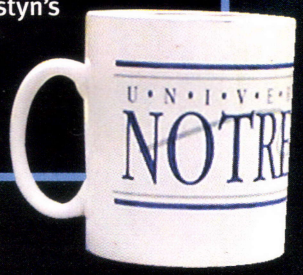
This issue features the first appearance of *XG*'s favorite catch phrase, "Ooh...it look's like school's out." Not only that, but it's also Mark Manzo's debut issue. The *XG* staff as we know it has finally been assembled.



▲ CATS, THE BASE-STEALING BAD GUY FROM ZERO WING FOR THE SEGA MEGA DRIVE (GENESIS)

July 2001

This issue is worth pointing out for the simple fact that it features Justyn's disturbingly huge coffee mug chilling along with the Team.



***Well, folks, this is it. A little more than seven years after we began, and we've reached the end of the road. Many an editor has come and gone, and we've certainly had our share of wacky adventures. Of course, it's not over yet. Just wait until next month, when the fun starts all over again in* GameNOW.**

86



- Twisted Metal: Black
- The Legend of Zelda: Oracle of Seasons
- Gran Turismo 3
- Dark Cloud
- Crazy Taxi 2

87



- Sonic Adventure 2
- Super Street Fighter 2 Turbo Revival
- Escape from Monkey Island
- Resident Evil Code: Veronica X
- Tony Hawk's Pro Skater 2 (N64)

Issue 88



- Mario Kart Super Circuit
- Dragon Warrior III
- Time Crisis II
- NBA Street

September 2001

We're anxiously awaiting Nintendo's GameCube here at *XG*. In this issue, we take our first peek at the system's Japanese launch and what games will be available when it comes out in the US.





DRAGON WARRIOR III

Third Time's the Charm...

by Andy Baran
gstrategyandy_baran

The Dragon Warrior (Quest) games are part of one of the most popular RPG series in the world. How popular? Let's just say that the latest game, Dragon Quest (VII), sold more copies in Japan than any of the Final Fantasy titles to date. That's saying an awful lot. Why has this franchise been so successful? Dragon Warrior games concentrate on gameplay over storyline. The gameplay is accessible to everyone, and the character building is extremely addicting.

Dragon Warrior III is a remake of a classic NES RPG, and it has been improved in numerous ways. The visuals and animation have been totally redone. The translation is more mature, and hidden Tiny Medals have been secreted around the globe. There are even Monster Medals to collect, all within the scope of one of the most epic RPGs of all time...

database

time to complete	80 hours
challenge	Hard
best weapon	Boomerangs
best character	Thief
best advice	Take the time to build up your party
also try	Any DW game
system	Game Boy
publisher	Enix
developer	Enix

TEEN T CONTENT RATED BY ESRB

www.enix.com

Creating a Party

The Ideal Party: Your main character will automatically be classified as a Hero, so that leaves you with three character decisions. The healing powers of a Cleric are essential, so having a member of this class is a must. However, the hardest decision will be to who you choose for your third and fourth members. If you want an easier time later on, try making both party members thieves. Thieves have the best skill spread overall, and when you eventually switch their class at Dharma Temple, you'll be able to upgrade them into some excellent Fighters/Warriors. This may make things tougher in the beginning, but toward the end of the game, you'll have a much easier time in your battles.

Early Benefits: Early on in the game you're always going to struggle with your resources. Thieves and Dealers work well because they can steal or find things that can really help out. Dealers often find cash after a battle, while thieves will steal all sorts of useful goods. Most important, they can steal seeds from the enemies, which increase your stats.

Hero: The most important class, a hero has better statistics than the other classes and allows you to equip some of the best equipment. A Hero can cast spells as well.

Warrior: Although this class does not gain spells, a Warrior is deadly because of his access to the best weapons and equipment. They also usually gain a lot of hit points.

Fighter: This class does not rely on spells or armor. Instead these agile combatants specialize on attacking first and getting critical hits on enemies.

Mage: Although they're physically weak, these guys can blast through most monsters with offensive spells. However, you must learn to conserve your MP (magic points).

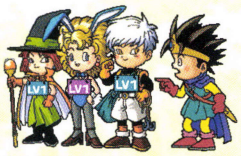
Cleric: These are the healers of the party, able to restore and revive their comrades. They can also use better armor than the Mage class and have more weapon options.

Dealer: Strangely offensive early on, Dealers are useful for appraising items and telling if they have special powers or curses. They can also find more money after battles.

Jester: This slacker is fairly good at fighting, however he will often neglect his fighting duties in the middle of a battle. Still, they still are amazingly lucky for some reason...

Thief: Easily forgotten by most, thieves are agile and able to seek out treasures. Even better, they can steal rare items from monsters.

Be sure to plan ahead when you first create a party, because later on you will be able to switch your character's classes.





For Hardcore Players Only:

The Lone Hero: In the very beginning of the adventure, your mother will implore you to go speak with the King. If you tell her no and keep refusing to see him, you will dramatically alter the course of your adventure. For starters, you will not have the King's permission to hire any adventurers, so you will be forced to go through the game alone. Needless to say, this is for hardcore gamers only, as the battles ahead will be as tough as nails. Second of all, many of the people you speak with will talk to you differently. They will be amazed that you're all alone.

Warning: First-timers should not choose this option.



Refuse to speak to the King and you'll have to adventure alone!

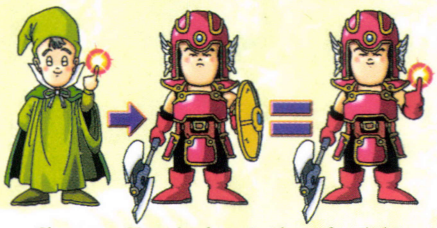
Changing Classes

Dharma Temple: If you travel to the temple and see the high priest, you will have the opportunity to change your character class. Changing a character's class will reduce all of its stats in half and bring it down to the first level. However, keep in mind that the character will keep all the spells/skills from its previous class, so changing isn't a bad thing. *Remember:* To qualify for a character class change, your party member must be at least level 20.

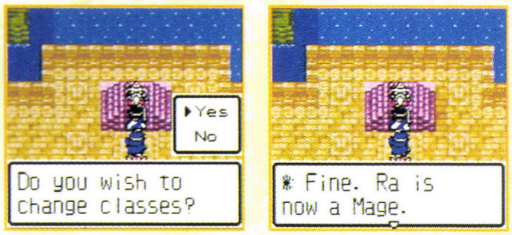
Interesting Combos: There are several ways to create a better adventurer, so you'll want to try these tips out if you want to make an über party. If you do not want to turn your Thieves into Fighters, here are two more options:

1). The Tank Mage: Build up a Mage until he/she has a number of catastrophic spells. Switch that character's class into that of a Fighter and you'll have someone who can use the best weapons and armor as well as cast spells if you need to. Instead of a Mage, a Cleric will serve the same purpose if you want some more healing potential.

2). Critical Hit Monster: The Jester class is nearly worthless, but it does gain Luck more triple compared to any other class. By changing a Jester into a Fighter, you'll have someone who has an outstanding chance at getting a critical hit on an enemy.



Change a Mage's class to that of a Fighter, so you'll have a Fighter that can cast spells!

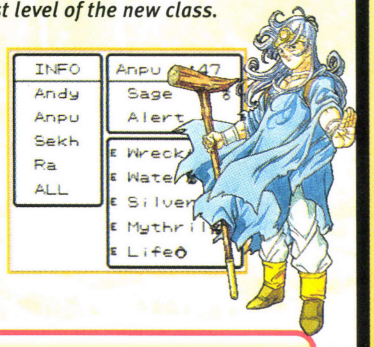


Changing a character's class means it will have to start out at the first level of the new class.

The Sage: The Sage can learn and cast both Cleric and Mage spells. A Sage can also equip some of the more decent armors, which affords characters in this class more protection than the average caster usually has.

To change a character into a Sage you must find one of the two Zen books or have a Jester (who can make the change for free). Simply read the book and talk to the Dharma high priest.

If you like casting a lot of magic, having three Sages in your party could be a lot of fun. However, you should be careful not to over-specialize with a certain type of spell.

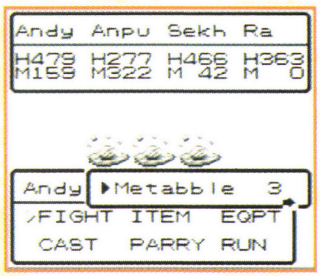


Experience & Statistics

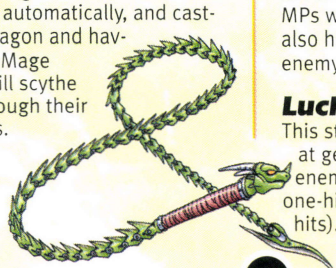
How to Get Big: In order to survive the countless battles you be fighting, you'll have to have your characters at the highest levels they can be. Remember, DWIII is from the olden days where you had to spend hours building up your experience levels before you could try to tackle a new dungeon. As your characters gain levels, their stats will improve in five key areas (see right). Also, keep in mind that different character classes will level up at different rates.

Seeds and Acorns: The easiest way to increase your stats outside of gaining EXP is to find Seeds and Acorns. These items are fairly common, and can be found on the ground, in chests and on some monsters (which means your Thief will occasionally be able to snag some during battles).

Pachisi Games: During these games, certain squares can change your stats. If the results are in your favor, head back to a castle and save. If you end up losing any stats, just reload and you'll be no worse for wear.



Experience-Loaded Baddies: Metaly and Metabbles are loaded with EXP (1,000-10,000 EXP); however, they have a penchant for running away at the first sign of danger. Worse, they're hard to hit and are unaffected by spells. There are a few tricks to beating them, though. Critical hits will kill them off automatically, and casting BeDragon and having your Mage attack will scythe right through their defenses.



Strength (STR)

This stat will determine how much damage you inflict on your enemies. The higher this is, the better. You'll need a high STR to get through the heavily armored enemies like HellCrabs.

Agility (AGL)

This determines the initiative the character in combat. A more agile fighter will strike/cast first. This skill also helps you to dodge.

Vitality (VIT)

This stat will help boost your HPs when you raise in levels, and it also raises your defense a little.

Intelligence (INT)

INT will allow you to gain more MPs when you raise a level. It will also help spells get past an enemy's defenses.

Luck

This stat will increase your chances at getting a critical hit on an enemy (keep in mind that only one-hit weapons can deliver critical hits).

Personality Counts



What Does it Do? Your character's personality and that of your party members will determine how their stats increase when you go up a level. You can usually tell what a personality will do just.by looking at its name. For example, a Jock would gain Strength, but very little intelligence. An Alert personality would indicate that the character is fast on his/her feet and most likely to have a higher agility.

Changing Your Mind: There are several ways to influence the way your personality evolves in the game. First, whenever a townsperson asks you a question, by answering truthfully, you will earn a better reputation. There are also books for many of the personalities scattered around the world. By reading them, you can start your character's personality down the path of your choosing. Finally, there are accessories that will automatically change your personality if they're equipped. Make sure you identify what an item does before putting it on. You do not want to screw up the advancements of your characters. Avoid personalities that sound depressing or bad.

Personalities

Agile	Lonesome
Alert	Lucky
Amazon	Macho
Bully	Meddler
Carefree	Naive
Careless	Ordinary
Cowardly	Quick
Defiant	Romantic
Diligent	Selfish
Eager	Sexy
Fearless	Sharp
Foolish	Silly
Gourmet	Smart
Happy	Solitary
Helpless	Stubborn
Honest	Timid
Ironman	Tomboy
Jock	Tough
Kindly	Twisted
Ladylike	Vain
Lazy	Valiant
Lewd	Weepy
Logical	

Traveler's Guide to the Two Worlds

Map Key

Towns, Shrines and Inns

1 Elvenham
2 Noaniels
3 Greenlad House
4 Edinbear Castle
5 Kazave
6 Empress Castle
7 Hobbit Shrine
8 Whorl Shrine
9 Shoal Shrine
10 Shrine Jail
11 Olivia's Cape Shrine/Inn
12 WorldLeaf grove
13 Spring
14 Soo
15 Romaly
16 Immigrant Town
17 Portoga
18 Muor
19 Lighthouse
20 Ashalam
21 Isis
22 Dharma Shrine
23 Cave in the Desert
24 Shrine South of Dharma
25 Zipangu
26 Samanao Shrine
27 Volcano
28 Baharata
29 Samanao
30 Whorl Shrine
31 Baramos Castle
32 Baramos Shrine
33 Tedanki
34 Reeve
35 Pirate's House
36 Lancel
37 Aliahan
38 Old Man's Shrine
39 Leiamland Shrine
40 Luzami

Dungeons and Towers

A Noaniels Cave
B Shampane Tower
C Portal to Portoga
D Tempt Cave B
E Norud's Cave
F Arp Tower
G Garuna Tower
H Pyramid
I Orochi Cave
J Gondo Cavez
K Samanao Cave
L Reeve's secret tunnel
M Navel of the Earth
N Tempt Cave A
O Reeve's secret tunnel exit
P Najimi Tower

Pachisi Tracks

1 1st Traveler's Pachisi Track
2 4th Traveler's Pachisi Track
3 2nd Traveler's Pachisi Track



This is the map of the main world of Dragon Warrior III. If you look closely enough at it, you'll see that it really resembles Earth. Some of the names, like Zipangu (Japan) and Greenlad (Greenland) even sound similar.

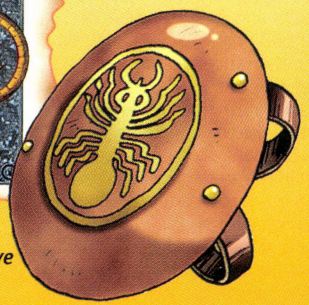
Methods of Travel

Land: This method is slow and makes you prone to attacks.
Sea: Going by sea allows you to reach new areas and fight new monsters.
Whorl Portals: These are fast and safe, but there aren't too many for you to use.
Lamia: Awaken this bird with the six Magic Orbs and you'll be able to travel the world by air.



Map Key

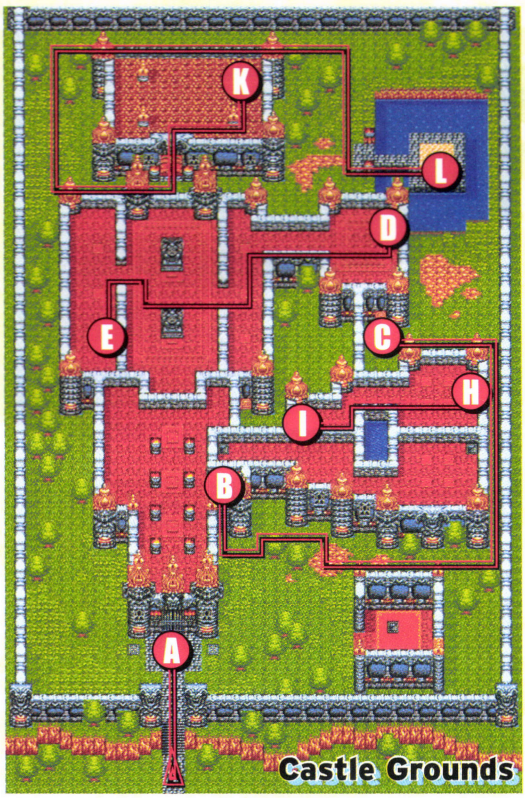
1. Garin's House
2. Nail Mark
3. Rubiss Tower
4. Kol
5. Tantegel
6. Roto Cave
7. Zoma Castle
8. Rimuldar
9. Domdora
10. Mercado
11. Fairy Shrine
12. Sacred Shrine

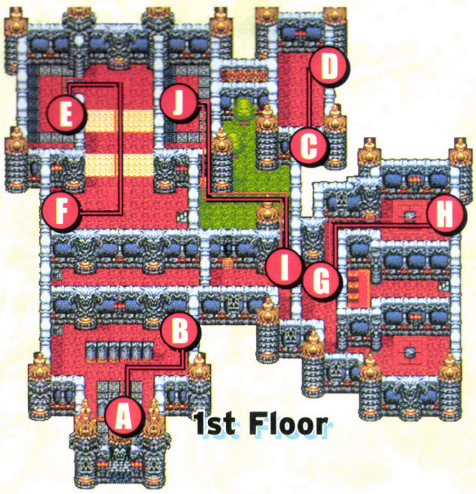


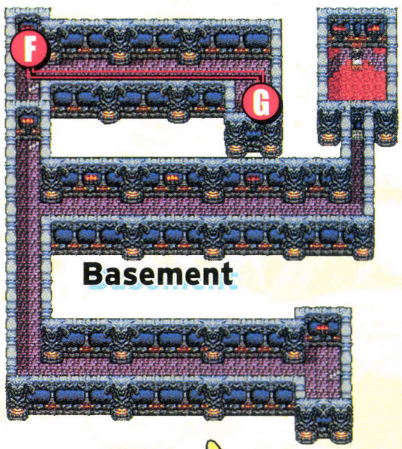
Alefgard is the world from the the earlier Dragon Warrior games. If you've played them, you'll find that a lot of the territory will look very familiar.

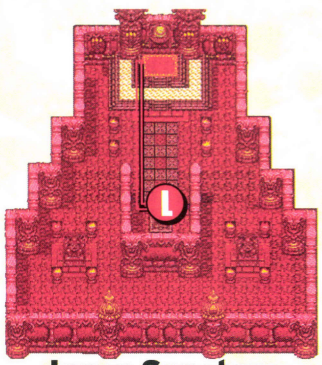
Baramos Castle: The Final Dungeon?

Getting Through Quickly: Surprise, this is not the last dungeon (even though it appears to be). Resist the temptation to explore and try make your way to the end as fast as you can. Do not waste your resources on unnecessary battles, because there's a boss at the end of this dungeon that can't wait to tear you a new one. If you're going to have a ghost of a chance of surviving, run down the path shown in red on the maps below. They'll take you straight to the boss. If you are a little bit bolder and would like to explore, the blue numbers will detail where all non-essential stairways will lead.











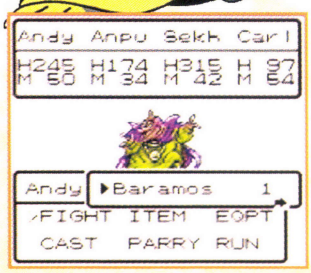


Boss: Baramos

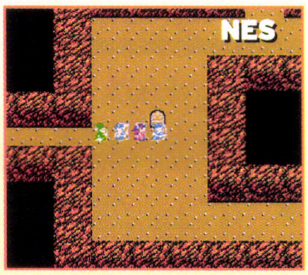
Preparation: Make sure that you have at least two party members who can cast HealAll and balance things out with a couple of heavy-hitting fighters.

Fighting Baramos: When the battle starts, have your Cleric weaken Baramos with Sap and Defense spells. If they don't succeed at first, keep casting. With those spells working, cast TwinHits on everyone who is going to be directly attacking. The effect of all these spells in effect will be to triple or quadruple the damage you wreak.

Whenever someone is down to about a quarter of their HP, make sure to heal them!



How Much Better Does It Look?





Not Just a Port: Even if you've played through the old NES version of Dragon Warrior III, you'll want to check this one out. As these two comparisons show, the graphics are much more detailed, and the game looks wonderful on the portable screen. You'll find more background details, fluid monster animation and improved shading on everything.

Because text is such an integral part of an RPG, the size of the text is noticeably larger than other Game boy titles—this is so you won't miss an important clue or hint. Since DWIII is such a long game, this makes things significantly easier on the eyes.





The text has been enlarged so you can read it on the GBC.

Weapons and Armor

• **Keeping Your Edge:** You'll have chances to upgrade equipment throughout the game. New weapons and armor can be acquired through shops, chests, battle or even conversation. Always have a Dealer check out any new gear you might find, as some stuff has special abilities that you may not be aware of. Hence, that Poison Knife you found might not be as useless as you thought at was once you find out its ability to instantly kill an enemy.

Weapons

Stick ATK: +2
No Special Abilities

Club ATK: +7
No Special Abilities

Copper ATK: +12
No Special Abilities

Knife ATK: +14
No Special Abilities

Spear ATK: +26
No Special Abilities

Iron ATK: +38
No Special Abilities

Steel ATK: +33
No Special Abilities

Wizard ATK: +15
Casts Blaze when used

Poison ATK: +10
Possible Instant Kill

Iron ATK: +25
No Special Abilities

Spiny ATK: +18
Strikes one enemy group

Shears ATK: +47
No Special Abilities

Sickle ATK: +16
No Special Abilities

Thor ATK: +95
Casts FireBolt when used

Snow ATK: +90
Casts SnowStorm when used

Demon Att: +105
No Special Abilities

Rain ATK: +16
Casts BlizMore when used

Gaia ATK: +51
Used to erupt the volcano

Bounce ATK: +33
Casts Bounce when used

Devil ATK: +110
Cursed

2- Edged ATK: +115
Cursed

Force ATK: +65
Uses MP during attack

Seduce ATK: +50
Women only, casts PanicAll

Zombie Att: +67
Does extra DMG to Zombies

Falcon ATK: +5
Strikes twice in combat

Hammer ATK: +55
No Special Abilities

Golden ATK: +50
Attracts monster encounters

Thunder ATK: +82
Casts Boom when used

Bolt ATK: +45
Casts Firebane when used

Kings ATK: +120
Casts InferMost when used

Orochi ATK: +65
Casts Defense when used

Dragon ATK: +79
Does extra DMG to Dragons

Judge ATK: +37
Casts Infernos when used

Steel Att: +40
Strikes one enemy group

Chain ATK: +27
Strikes one enemy group

Ultimate ATK: +105
Strikes one enemy group

Mace ATK: +30
Strikes one enemy group

Wooden ATK: +19
Strikes all enemies

Blade ATK: +24
Strikes all enemies

Flame ATK: +42
Strikes all enemies

Wreck ATK: +135
Strikes all enemies

Iron Att: +25
No Special Abilities

Magic ATK: +45
Saves the Dealer $$

Justice ATK: +110
No Special Abilities

Bastard ATK: +105
No Special Abilities

Lune ATK: +40
No Special Abilities

Sage ATK: +50
Casts HealMore when used

Sleep ATK: +30
Casts Sleep when used

Dagger ATK: +25
Possible Instant Kill

Holy ATK: +35
No Special Abilities

Power ATK: +40
No Special Abilities

Dragon ATK: +85
No Special Abilities

Beast ATK: +95
No Special Abilities

Bronze ATK: +8
No Special Abilities

Fan ATK: +31
No Special Abilities

Mist ATK: +20
Casts StopSpell when used

Vivify ATK: +33
Casts Vivify when used

Battle ATK: +60
No Special Abilities

War ATK: +70
No Special Abilities

Dragon ATK: +52
Strikes one enemy group

Armor

Cloth Def: +4
No Special Abilities

Training Def: +10
No Special Abilities

Leather Def: +15
No Special Abilities

Flashy Def: +28
No Special Abilities

Iron Def: ??
No Special Abilities

Steel Def: ??
No Special Abilities

Magic Def: +40
Reduces Spell DMG

Evade Def: +23
Increases evasion chance

Light Def: +82
Recovers HP while walking

Iron Def: +22
No Special Abilities

Plush Def: +35
Wearer looks cute

Fighting Def: +23
No Special Abilities

Magic Def: +30
Reduces Spell DMG

Devil Def: +65
Cursed

Water Def: +50
Resists DMG from Fire & ice

Chain Def: +20
No Special Abilities

Traveler Def: +8
No Special Abilities

Tight Def: +1
No Special Abilities

Magic Def: +65
Spell resistance

Shell Def: +16
No Special Abilities

Terra Def: +50
No Special Abilities

Dragon Def: +45
Reduces Fire DMG

Blade Def: +55
Returns 1/2 DMG to enemy

Angel Def: +35
Death Spell protection

Turtle Def: ??
No Special Abilities

Kilt Def: +24
No Special Abilities

Leather Def: +12
No Special Abilities

Boxer Def: +10
No Special Abilities

Skirt Def: +25
No Special Abilities

Light Def: +90
Resists Fire and Ice spells

Dragon Def: +45
Reduces Fire DMG

Black Def: +29
Increases evasion chance

Silk Def: +20
No Special Abilities

Magic Def: +45
Reduces Spell DMG

Dandy Def: +42
No Special Abilities

Party Def: +40
No Special Abilities

Dark Def: +78
No Special Abilities

Bolero Def: +30
No Special Abilities

Sacred Def: +88
Heals HP while walking

Holy Def: +82
Heals HP while walking

Ninja Def: +58
No Special Abilities

Leather Def: +4
No Special Abilities

Iron Def: +20
No Special Abilities

Heal Def: +50
Casts HealMore

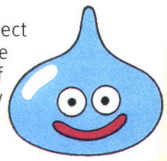
Hero Def: +65
Resistance to Fire & Ice

Sorrow Def: +42
Transfers DMG

Bronze	**Def:** +7	No Special Abilities
Silver	**Def:** +40	No Special Abilities
Scale	**Def:** +12	No Special Abilities
Magic	**Def:** +25	Reduces Spell DMG
Dragon	**Def:** +32	Resists Fire DMG
Expel	**Def:** +35	No Special Abilities
Potlid	**Def:** +2	No Special Abilities
Ogre	**Def:** +60	No Special Abilities
Crown	**Def:** +6	No Special Abilities
Iron	**Def:** +16	No Special Abilities
Magic	**Def:** +8	Reduces MP cost
Misery	**Def:** +35	Wears loses all Luck
Ortega	**Def:** +30	Grants Spell resistance
Turban	**Def:** +8	No Special Abilities
NohMask	**Def:** +255	Cursed
Leather	**Def:** +2	No Special Abilities
IronMask	**Def:** +25	No Special Abilities
Wooden	**Def:** +6	No Special Abilities
Fur	**Def:** +10	No Special Abilities
Silver	**Def:** +20	No Special Abilities
Great	**Def:** +45	No Special Abilities
Black	**Def:** +18	No Special Abilities
Bunny	**Def:** +15	No Special Abilities
Silk	**Def:** +20	No Special Abilities
Mythril	**Def:** +38	No Special Abilities
Horned	**Def:** +18	No Special Abilities

Monster Database

• **Gotta Kill Them All:** If you want to be able to delve into DWIII's deepest secrets, you have to collect Monster Medals. Medals come in Bronze, Silver and Gold, and randomly appear after battles. Since you have no control over when they appear, you're going to have to find and fight the same kind of monster over and over until it gives up its coin. Try collecting at least one type of medal from every monster you meet before continuing your quest. This will save you a lot of time later on, and it also give you a good excuse to build up some Experience while you're at it.



Slime	Aliahan Region	**Jellyfish**	Ocean	**Swordoid**	Alefgard
Raven	Aliahan Region	**Merman**	Ocean	**KingHydra**	Alefgard
Hornyhare	Aliahan Region	**KingSquid**	Ocean	**BaraBomus**	Alefgard
Anteater	Aliahan Region	**Crabus**	Ocean	**BaraGonus**	Alefgard
Butterfly	Aliahan Region	**Merdane**	Ocean	**Baramos**	Gondo Region
Froggore	Aliahan Region	**MadCondor**	Ocean	**Zoma**	Alefgard
Babble	Aliahan Region	**Bruin**	Dharma Region	**Phoenix**	Secret Dungeon 1
Magician	Aliahan Region	**Hork**	Baharata Region	**GateGuard**	Secret Dungeon 1
StingWasp	Aliahan Region	**Bighorn**	Soo Region	**MtlWyvern**	Secret Dungeon 1
Healer	Aliahan Region	**StingMoth**	Dharma Region	**DevilMage**	Secret Dungeon 1
Echidna	Aliahan Region	**VenomHork**	Soo Region	**EvilCrab**	Secret Dungeon 1
Almiraj	Aliahan Region	**BlueBeak**	Soo Region	**DarkTroll**	Secret Dungeon 1
VenomToad	Romaly Region	**KillArmor**	Soo Region	**DemonSwrd**	Secret Dungeon 1
Catapila	Aliahan Region	**Avenger**	Northern Region	**BaraEvil**	Secret Dungeon 1
Manabat	Romaly Region	**LavaMan**	Zipangu Region	**Divinegon**	Secret Dungeon 1
PutrePup	Romaly Region	**Shaman**	Tedanki Region	**Kandar**	Romaly Region
KillerBee	Romaly Region	**OldHag**	Northern Region	**Goon**	Secret Dungeon 2
ArmyCrab	Romaly Region	**Shadow**	Samanao Region	**Slime #2**	Secret Dungeon 2
GasCloud	Romaly Region	**IceMan**	Greenlad Region	**Orochi #2**	Secret Dungeon 2
BigShroom	Romaly Region	**Wyvern**	Alefgard	**BossTroll**	Secret Dungeon 2
VenomWorm	Romaly Region	**Kong**	Samanao Region	**KingHydra**	Secret Dungeon 2
MadRaven	Noaniels Region	**Tortragon**	Samanao Region	**BaraBomus #2**	Secret Dungeon 2
MadHound	Noaniels Region	**BlissBird**	Northern Region	**BaraGonus #2**	Secret Dungeon 2
Toadstool	Noaniels Region	**BombCrag**	Northern Region	**Baramos #2**	Gondo Region
Shadower	Noaniels Region	**Grizzly**	Northern Region	**Zoma #2**	Secret Dungeon 2
Vampire	Noaniels Region	**VoodooMan**	Samanao Region	**Divinegon #2**	Secret Dungeon 2
CarniMoth	Noaniels Region	**TortoLord**	Gondo Region	**Kandar #2**	Romaly Region
RogueNite	Romaly Region	**IceDragon**	Greenlad Region	**GrayBear**	Secret Dungeon 2
CatFly	Ashalam Region	**Troll**	Gondo Region	**WhiteLion**	Secret Dungeon 2
KingToad	Ashalam Region	**IceCloud**	Gondo Region	**BlueDragn**	Secret Dungeon 2
WildApe	Ashalam Region	**JewelBag**	Gondo Region	**Dorasbox**	Secret Dungeon 2
TrickBag	Isis Region	**MiniDemon**	Gondo Region	**IronNite**	Secret Dungeon 2
MummyMan	Ashalam Region	**Tentacles**	Ocean	**RedDragon**	Secret Dungeon 2
HellCrab	Ashalam Region	**Skeletor**	Samanao Region	**MtlGoopi**	Secret Dungeon 2
Druid	Portoga Region	**Mimic**	???	**EvilCloud**	Secret Dungeon 2
Flamepede	Ashalam Region	**HellNite**	Gondo Region	**SteelHulk**	Secret Dungeon 2
Mummy	Isis Region	**Hologhost**	Gondo Region	**GranDragn**	Secret Dungeon 2
DeadStool	Baharata Region	**Orochi**	Zipangu Region		
HunterFly	Baharata Region	**StoneMan**	Gondo Region		
DeadHound	Baharata Region	**Salamandr**	Alefgard		
Mystifier	Baharata Region	**RedSlime**	Alefgard		
HeatCloud	Baharata Region	**Goopi**	Alefgard		
Antbear	Baharata Region	**VileShade**	Alefgard		
Curer	Samanao Region	**VoodooWiz**	Alefgard		
MadOx	Dharma Region	**Metabble**	Soo Region		
Catula	Baharata Region	**Ghoul**	Alefgard		
EvilMage	Alefgard	**LionHead**	Gondo Region		
KillerApe	Dharma Region	**BossTroll**	Samanao Region		
Garuda	Dharma Region	**GoldMan**	Alefgard		
Metaly	Baharata Region	**Skullgon**	Alefgard		
Goategon	Tedanki Region	**MerKing**	Ocean (Alefgard)		
Executer	Baharata Region	**Kragacle**	Ocean (Alefgard)		
Demonite	Zipangu Region	**DarthBear**	Alefgard		
Deranger	Soo Region	**GrndTitan**	Alefgard		
Cannibox	???	**Leona**	Alefgard		
Eliminato	Soo Region	**Archmage**	Alefgard		
Greatbeak	Dharma Region	**MagWyvern**	Alefgard		
Snaily	Zipangu Region	**WingDemon**	Alefgard		
SkyDragon	Dharma Region	**Hydra**	Alefgard		
Barnabas	Zipangu Region	**TrollKing**	Alefgard		
Witch	Tedanki Region	**Dragon**	Alefgard		
MadPecker	Zipangu Region	**Balrog**	Alefgard		
HellArmor	Tedanki Region	**Putregon**	Alefgard		
SeaSlime	Ocean	**Mantigore**	Alefgard		

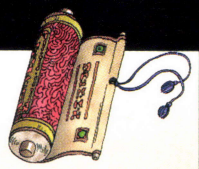
Hey, I Missed a Medal...

• **Boss Medals:** If you defeat a boss bit did not obtain its Medal, don't fret. You'll have an opportunity to fight all of the bosses in the second secret dungeon. This also goes for those one-shot enemies like Mimics, who you never come across while walking around.

• **Why Are Some Enemies Listed Twice?** In certain cases, most often with bosses, you will be able to win more than one type of coin. The kind you get is random, although you generally will not get the second version until much later on in the game. Just keep killing the enemies and you'll eventually get the medals you need.



Spell List



Spell Name	Class	MP	Effect
Blaze	Hro/Mge	2	A small fireball strikes a single enemy.
Upper	Mage	3	Raises the DEF of one party member.
IceBolt	Mage	3	A small block of ice hits on enemy.
Increase	Mage	4	Raises the DEF of all party members.
Firebal	Hro/Mge	4	Flames are blown at a group of enemies.
Return	Hro/Mge	8	Instantly fly to a town or castle.
Bang	Hro/Mge	5	Small explosions strike all monsters.
SlowAll	Hro/Mge	3	Slows down all monsters.
BlazeMore	Mage	6	A strong fireball that hits one monster.
RobMagic	Mage	0	Steal some enemy MP.
SnowStorm	Mage	6	Frigid airs strikes a group of monsters.
BlizMost	Mage	9	All monsters are hit by deadly ice shards.
Firebane	Mage	6	Fire blasts a group of monsters.
TwinHits	Mage	6	Increases the ATK power of an ally.
Boom	Hro/Mge	9	Strong explosions blast all enemies.
Bounce	Mage	8	A barrier that may reflect spells.
BlazeMost	Mage	12	Fires out a massively powerful fireball.
PanicAll	Mage	5	Causes one monster to be confused.
Blizzard	Mage	12	Ice rips into one group of monsters.
BeDragon	Mage	24	Turns the Mage into a dragon.
Firebolt	Mage	12	Flames nail one group of enemies.
Transform	Mage	12	Transforms caster into a chosen form.
Explodet	Mage	18	Powerful explosions hit all enemies.
Chance	Mage	?	A random spell effect goes off.
Outside	Hro/Clrc	8	Instantly escape from a building or cave.
X-Ray	Mage	3	Checks contents of unopened chests.
StepGuard	Mage	2	Protection from all damaging floors.
Passtime	Mage	12	Changes day in night and night into day.
CurseOff	Mage	18	Removes a cursed piece of equipment.
Invisible	Mage	15	Party turns invisible.
Open	Mage	0	Open any locked door.
Sap	Cleric	3	Reduces a single enemy's defense.
Heal	Hro/Clrc	3	Restores 30 Hp to a party member.
Expel	Hro/Clrc	2	Forces one enemy to run away.
Antidote	Cleric	3	Cures one person of poison.
Infernos	Cleric	4	Winds tear up one enemy group.
SpeedUp	Cleric	3	Raises the agility of a party member.
Surround	Cleric	4	Lowers an enemy's chance to hit.
Sleep	Hro/Clrc	3	Makes an enemy fall asleep.
Defense	Cleric	4	Lowers an enemy's agility.
HealMore	Hro/Clrc	5	Restores 80 Hp to a party member.
Beat	Cleric	7	Can instantly kill a weak enemy.
NumbOff	Cleric	6	Cures one person of paralysis.
Infermore	Cleric	6	Powerful winds strike an enemy group.
StopSpell	Cleric	3	Prevents enemy spellcasting.
Disperse	Cleric	7	Blows one enemy out of the battle.
Awaken	Cleric	3	Awakens a party member from sleep.
Barrier	Cleric	6	Reduces DMG from fire and ice.
HealAll	Hro/Clrc	7	Fully restores the HP of a party member.
Defeat	Cleric	7	Chance to kill a group of monsters.
HealUs	Cleric	18	Restores HP of all party members.
Infermost	Cleric	9	A powerful wind hits one enemy group.
Vivify	Cleric	10	May revive a slain companion.
Sacrifice	Cleric	1	Slays all monsters, but kills the caster.
Revive	Cleric	20	Revives a dead party member to full HP.
Ironize	Hero	6	Turns party into invincible iron for a bit.
Zap	Hero	8	Lightning strikes one monster.
Thordain	Hero	30	Lightning strikes all monsters.
HealUsAll	Hero	62	All party members are healed fully.
Repel	Hero	4	Prevents weak monsters from appearing.
Recall	Hero	0	Recall the words of others.
Forget	Hero	0	Forget the words of others.
Remember	Hero	0	Deeply recall the words of others.
Recollect	Hero	0	Recollect the words of others in detail.
Excavate	Dealer	0	Digs underfoot to find buried items.
YellHelp	Dealer	15	Summons a priest, inn or shop.
EagleEye	Thief	0	Locate nearby towns and castles.
Location	Thief	2	Identifies the floor of a building or cave.
Tiptoe	Thief	0	Silences footsteps to avoid detection.
MapMagic	Thief	2	Locates suspicious things by magic.
Smell	Thief	0	Indicates the remaining # of treasures.
Whistle	Jester	0	Summons local monsters to you.

Tiny Medal Locations



• **Can You Find Them All?** Hidden throughout the land are 110 Tiny Medals. If you can collect enough of them, you'll be able to exchange them for items from the strange man who lives in the well in Aliahan. All of the items you can earn are unique, so you will want to hang onto them. They are extremely useful, so always take the time to search for Tiny Medals whenever you enter a new town or dungeon.



• **Where Are They Hidden?** Check every chest, barrel and sack. Some of the harder Medals are hidden on strange tiles or in the middle of a garden. The odds are good that you'll never find all of them, so use this guide if you get stuck.



- ❑ **1. Aliahan Castle**
  First floor, left barrel of two that are placed on the right side.
- ❑ **2. Aliahan Castle**
  First floor, chest of drawers in the upper left room from back garden.
- ❑ **3. Town of Aliahan**
  Chest of drawers in the house located a little bit down from church.
- ❑ **4. Najimi Tower**
  Third floor, treasure box in a small room.
- ❑ **5. Reeve**
  Under the moveable rock to the southeast.
- ❑ **6. East Reeve Shrine**
  Right vase of three.
- ❑ **7. Romaly**
  Top vase in the house located north west.
- ❑ **8. Romaly Castle**
  Next to moat to the right of Castle Gate.
- ❑ **9. Romaly Castle**
  First floor, lower right, center area of flower bed.
- ❑ **10. Kazave**
  Three grave stones, in front of the far right one.
- ❑ **11. Elvenham**
  Second dent left of Queen.
- ❑ **12. Noaniels Cave**
  Basement level 3-2, treasure box.
- ❑ **13. Second Pachisi**
  First floor, left side, the center of patterned floor.
- ❑ **14. Second Pachisi**
  Within Pachisi field, lower left, vase square.
- ❑ **15. Second Pachisi**
  Within Pachisi field, left treasure box after reaching the goal.
- ❑ **16. Cave in the desert**
  Left vase of two.
- ❑ **17. Isis Town**
  Around entrance, the middle grave stone of three, from south.
- ❑ **18. Isis Town**
  Vase in the weapon shop to the southeast.
- ❑ **19. Isis Castle**
  First floor, treasure box in the upper right room, lower left.
- ❑ **20. Pyramid**
  First floor, upper left corner, treasure box.
- ❑ **21. Pyramid**
  Fourth floor, twelve treasure box, the 2nd one up from the left bottom.
- ❑ **22. Pyramid**
  Left side, border line between the sky and pyramid.
- ❑ **23. Ashalam**
  The second floor of a house, right upper part of patterned floor.
- ❑ **24. Romaly Castle**
  Northern garden of the first floor, left bush that is on right to the pond.
- ❑ **25. Portoga Town**
  Upper right corner of the farm located past the Inn.
- ❑ **26. Portoga Town**
  The secret room in the breakwater down to the left of castle.
- ❑ **27. Baharata**
  Chest of drawers in the right side room in the Inn.
- ❑ **28. Baharata Cave**
  Treasure box in the second room from the right in the basement.
- ❑ **29. Dharma Shrine**
  Four statues located in the center, in front of upper right statue.
- ❑ **30. Garuna Tower**
  Third floor, treasure box in the lower right room.

- ❑ **31. Shrine in southeast Dharma**
  Chest of drawers in the upper right room.
- ❑ **32. Muor**
  Upper vase in the east room on the second floor in the market.
- ❑ **33. Tedanki**
  Center part of poisoned swamp, located upper right.
- ❑ **34. Lancel**
  The end of the grassy walkway on the right side of the shrine.
- ❑ **35. Zipangu**
  Lower left basement, fourth vase from the top of right.
- ❑ **36. Zipangu**
  Himiko's shrine, middle right room, the middle vase of three.
- ❑ **37. Hobbit Shrine**
  The back side of Hobbit's chair.
- ❑ **38. Edinbear**
  Lower left corner of the grass on right side next to tree.
- ❑ **39. Edinbear**
  The center part of the lower left garden outside.
- ❑ **40. Greenlad**
  Left chest of drawers in old man's house.
- ❑ **41. Whorl shrine below Greenlad**
  Upper middle of the pond tiles.
- ❑ **42. Custom between Romaly and Portoga**
  Upper left corner of travel door room in the basement next to water.
- ❑ **43. Soo**
  Vase in the house located north.
- ❑ **44. Soo**
  Upper part of the area around the well.
- ❑ **45. Arp Tower**
  Fifth floor, the lower middle treasure box.
- ❑ **46. Arp Tower**
  Third floor, lower left treasure box in the center.
- ❑ **47. Pirate's house**
  The room to the right of captain's room, the middle barrel of three.
- ❑ **48. Luzami**
  Hole in brick patio to Northeast.
- ❑ **49. Third Pachisi**
  Right after entering Pachisi, in the grass near spring on the left.
- ❑ **50. Third Pachisi**
  Within Pachisi field, upper right corner of grass that's in the lower left.
- ❑ **51. Third Pachisi**
  The very last vase square on Pachisi track, second floor.
- ❑ **52. Leiamland Shrine**
  Just after entering on the right side corner of the floor.
- ❑ **53. Shoal shrine**
  The very top part of the patterned floor.
- ❑ **54. Romaly Castle**
  The fourth floor of the left tower, in front of the water bowl in prison.
- ❑ **55. Olivia Cape**
  The room on the right, the center left wall by two travel gates.
- ❑ **56. Muor**
  Upper right corner of the bush at prison in the market.
- ❑ **57. Pirate's house**
  Upper right corner of gated grassy area in the market.
- ❑ **58. Lancel Shrine**
  Treasure box found after you take right on the "T" intersection.
- ❑ **59. Navel of earth**
  Basement 1F, treasure box found in the right side room.
- ❑ **60. Navel of earth**
  Basement 3F, chest found at the far end of upper pathway, left one.
- ❑ **61. Samanao Town**
  In front of the second grave stone from the upper right.
- ❑ **62. Samanao Castle**
  Around the castle, left corner.
- ❑ **63. Samanao Castle**
  Barrel in the kitchen inside the castle.
- ❑ **64. Samanao Castle**
  Vase in the upper left room in the basement prison.
- ❑ **65. Samanao Cave**
  Treasure box found right after entering upper pathway of basement 2F.
- ❑ **66. Samanao Cave**
  Basement 2F, treasure box on the right in the upper room.
- ❑ **67. Ghost ship**
  Barrel on the right in the lower middle room.
- ❑ **68. Ghost ship**
  Upper right in the room on the right after taking the stairs (barrel).
- ❑ **69. Shrine Jail**
  Vase in the upper left room.
- ❑ **70. Gondo Cave**
  First floor, treasure box in the upper left area.
- ❑ **71. Gondo Cave**
  Second floor, the center area (fall to reach this Medal).
- ❑ **72. Gondo Shrine**
  The middle one of five lined up crosses.
- ❑ **73. Immigrant town**
  Treasure box on the right in the dealer's house.
- ❑ **74. Immigrant town**
  Chest of drawers on the second floor of lower left house.
- ❑ **75. Empress Castle**
  The center of the floor in the area that has light on it.
- ❑ **76. Baramos Castle**
  Left side of the dead man in the basement prison on the basement 1F.
- ❑ **77. Baramos Castle**
  First floor, in front of the dead man who is sitting on the chair.
- ❑ **78. Shrine under Giant Pit**
  Upper edge of the dike.
- ❑ **79. Tantegel Castle**
  Bush on the right by the outside wall of the castle.
- ❑ **80. Tantegel Castle**
  Left barrel of two in the kitchen.
- ❑ **81. Garin's House**
  The one on the right of three chest of drawers.
- ❑ **82. Cave in the rocky mountain**
  Treasure box in the lower right room on the basement 2F.
- ❑ **83. Domdora**
  Vase in the lower left house.
- ❑ **84. Domdora**
  The right side corner of the house on the farm located on lower right.
- ❑ **85. Domdora**
  The lower left corner of the paddle in the well.
- ❑ **86. Mercado**
  The inside of the small house located upper left.
- ❑ **87. Fairy Shrine**
  Second floor, the center part of patterned floor.
- ❑ **88. Kol**
  Hot spring's stairs.
- ❑ **89. Kol**
  The 2nd floor of hammer smith, the hanging bag on the right.
- ❑ **90. Kol**
  The lower part of the stairs in the well.
- ❑ **91. Fourth Pachisi**
  Outside of the goal, the upper right corner of lower left bush.
- ❑ **92. Fourth Pachisi**
  The very first chest of drawers after starting.
- ❑ **93. Fourth Pachisi**
  The first vase after going up to the 2nd floor from the right side path.
- ❑ **94. Cave in Swamp**
  Between two people at the far end.
- ❑ **95. Rimuldar**
  The most upper vase in the left side room in the center house.
- ❑ **96. Rimuldar**
  The chest of drawers on the right in the upper left house.
- ❑ **97. Rimuldar**
  In prison on the second floor of prediction place.
- ❑ **98. Rubiss Tower**
  2nd floor, the upper right treasure box of four in the upper center area.
- ❑ **99. Rubiss Tower**
  3rd floor, upper right treasure box.
- ❑ **100. Sacred Shrine**
  Second floor, in front of the cross on the left.
- ❑ **101. Zoma Castle**
  First floor, the upper middle barrier of the two in the right.
- ❑ **102. Zoma Castle**
  First floor, the middle chair.
- ❑ **103. Zoma Castle**
  Fourth floor, the far left treasure box of six lined up boxes.
- ❑ **104. Roto Cave (Nail Mark)**
  Basement 3F, the fourth treasure box.
- ❑ **105. Hidden dungeon**
  The floor looks like Pyramid, upper right treasure box.
- ❑ **106. Hidden dungeon**
  The floor looks like Noaniels cave, upper right treasure box.
- ❑ **107. Hidden dungeon**
  The floor looks like Samanao basement prison, vase.
- ❑ **108. Hidden dungeon**
  The old man's house down from Zeos, the right-hand vase.
- ❑ **109. Hidden dungeon**
  Tower, the left treasure box of the two.
- ❑ **110. Hidden dungeon**
  Tower, the only treasure box in the upper area.

The Secret Dungeons



Secret Dungeon #1

Qualifications: Defeat Zoma, the last boss in Alefgard.

How to Find It: Make your way to the Dragon Queen's castle and walk onto the tile that is glowing in the sunlight in the northernmost section. This will teleport you to a new dungeon.

The Benefits: Aside from a number of useful treasures, you will also be able to reach Castle Zenith. Once you reach this point, you'll always be able to teleport back. If you make your way to the top of Zenith, you will be able to battle the deadliest enemy in the game: Divinegon. If you can defeat him, he will grant you one of five awesome wishes.





Secret Dungeon #2

Qualifications: Defeat Divinegon and choose the fifth wish (it does not appear on the list). Press the cursor down past the other wishes to select it.

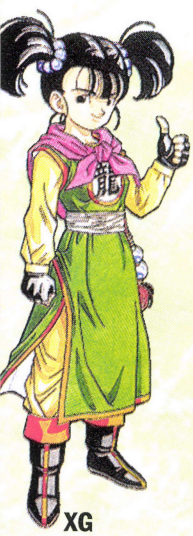
How to Find It: Fly Lamia to Leiamland and head to where the egg that hatched Lamia was placed. You will see a vortex that will lead you into the first floor of this dungeon.

The Benefits: You will be able to fight a lot of rare monsters, like Mimic as well as most of the game's bosses. This is the perfect chance for you to earn those pesky Monster Medals.

Delving Deeper: If you have enough Monster Medals (the first 150), you'll be able to head deeper into the dungeon. Here, you'll get to fight all new beasties and collect their coins.

Secret Items

• **Searching for Hidden Loot:** There are many items that are easy to miss simply because they will not be available the first time you enter an area. Here are a few places where you can get some excellent pieces of rare equipment.



Beast Knuckle: Visit Tedanki after you defeat Baramos and search the area in front of the cross in the church. If you search during the day, the ghost of the priest will not be in your way. This weapon is great for your Fighter.

Dark Dress: In Mercado you can get this powerful armor by searching the flower bed next to the pool of water near where the old man gives you advice. Make sure to check every square, as it is pretty easy to miss.

SageRock: Head to the observatory in Luzami and search by the feet of the guy who is gazing at the stars all day long. This item is extremely helpful when fighting against bosses that can injure your entire party at once.

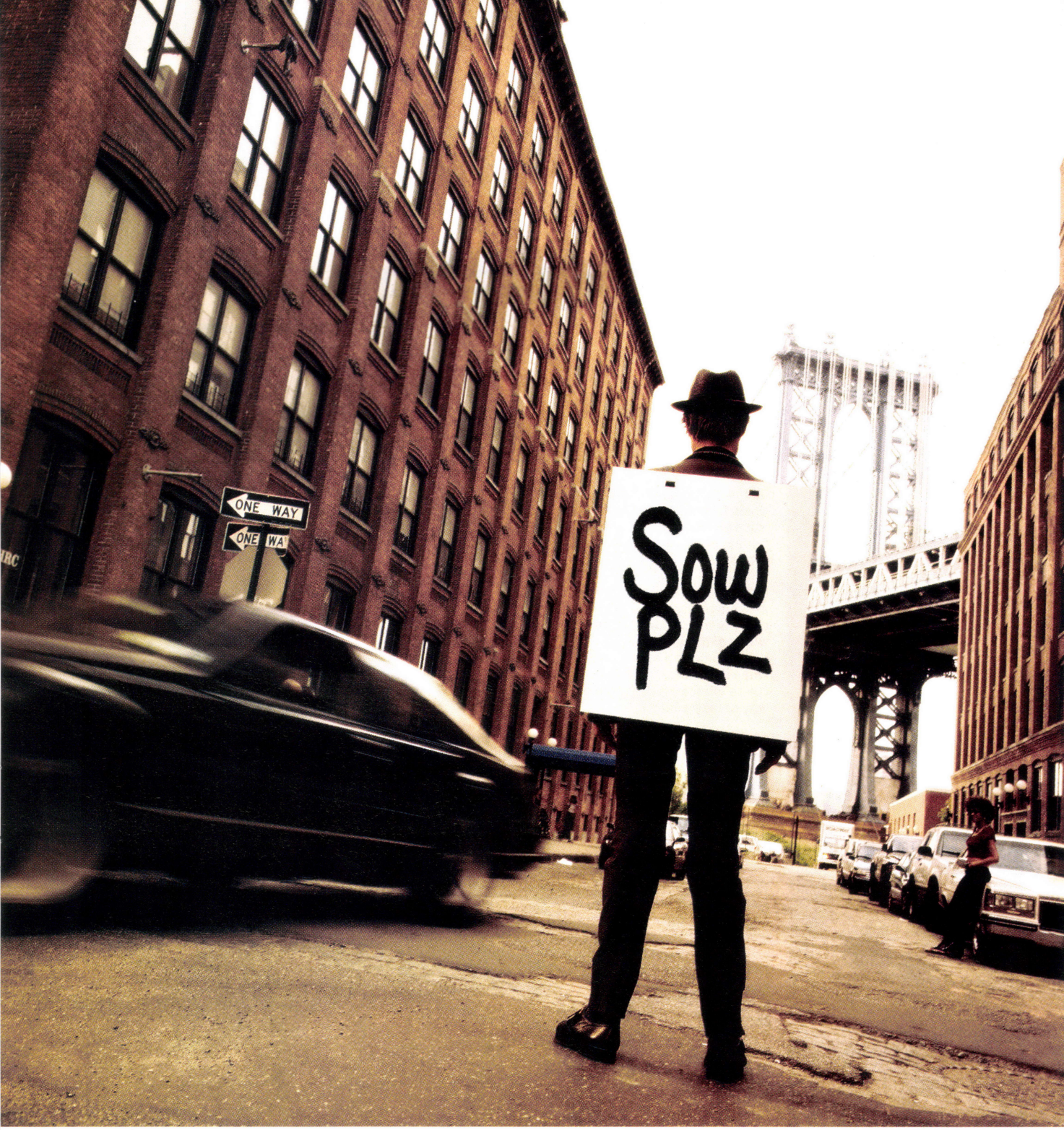
Seduce Sword: After you defeat Baramos, try talking to the girl near the entrance to get your hands on this sword "for women only."

Item List



• **Fine-Tuning:** Easily forgotten at the accessories and items that you can also use. Many items will modify the personalities of your characters, so you should equip them with care.

❑ **Crest**	Special Item, protects against Death Spells.
❑ **Wizard Ring**	Ring can recover lost MP (limited use).
❑ **LUCKShoes**	Luck +50, wearer gains EXP as he walks.
❑ **Starry Ring**	Wearer's Agility is doubled.
❑ **Zen Book**	Allows one party member to become a Sage.
❑ **Life Ring**	Bearer gains HP as he/she walks around.
❑ **STR Ring**	ATK +7, bearer becomes the Jock personality.
❑ **Bunny Tail**	Luck +8, bearer become the Happy personality.
❑ **AGLScarf**	AGL +30, bearer becomes Quick personality.
❑ **StoneWig**	+15 DEF, Cursed, Bearer becomes Stubborn personality.
❑ **Garter**	DEF +3, bearer becomes the Sexy personality.
❑ **Mohawk Wig**	DEF +3, bearer becomes the Foolish personality.
❑ **Ruby Ring**	Bearer becomes the Vain personality.
❑ **Tattoo**	AGL +8, bearer becomes the Bully personality.
❑ **Hero Ring**	ATK +15.
❑ **INTSpecs**	INT +15, bearer becomes the Smart personality.
❑ **Rosary**	DEF +4, bearer becomes the Romantic personality.
❑ **Sucker**	When equipped, the bearer will become Helpless.
❑ **Punk Ring**	AGL +10, bearer becomes the Solitary personality.
❑ **Gold Necklace**	STR +10, bearer becomes the Lewd personality.
❑ **Speed Ring**	AGL +15, bearer becomes the Agile personality.
❑ **PowerBelt**	VIT +5, bearer becomes the Tough personality.
❑ **GoldBeak**	Luck +20, when worn, bearer becomes Lucky.
❑ **Tiara**	Luck +13, become Ladylike when worn.
❑ **Pierce**	Wear this item to become Lonesome.
❑ **Love Ring**	INT +15, bearer becomes the Kindly personality.
❑ **Flee Ring**	AGL +7, bearer becomes the Cowardly personality.
❑ **Toughness**	VIT +10, bearer becomes the Diligent personality.
❑ **TubeSocks**	DEF +5.
❑ **Pepper**	A rare spice request by the King of Portoga.
❑ **SageRock**	Heals the entire party when used.
❑ **LarMirror**	Reveals a being's true form when used.
❑ **Dry Vase**	Uncovers a shrine sunk under the ocean.
❑ **Dark Lamp**	Changes day into night.
❑ **Change Staff**	Allows you to change your form.
❑ **LifeStone**	Prevents Death spells from working (1 use).
❑ **Hide Herb**	Renders the party invisible for a little while.
❑ **Magic Bomb**	Used to blow open a wall in Tempt Cave.
❑ **Thief Key**	Opens all locked red doors.
❑ **Magic Key**	Opens all locked metal doors.
❑ **Final Key**	Opens all locked doors.
❑ **DreamRuby**	Awakens the sleeping town of Noaniels.
❑ **Wake Dust**	Awakens a sleeping comrade.
❑ **Letter**	Give this to a Gnome in a cave.
❑ **Oricon**	This can be used to make an excellent sword.
❑ **Seeds & Acorns**	Increase one stat permanently.
❑ **Books**	Alters the personality of the reader.
❑ **Herb**	Cures about 30 HP worth of damage.
❑ **Antidote**	Cures a poisoned party member.
❑ **Repellent**	Keeps weak monsters from attacking.
❑ **WarpWing**	Teleports your party like the Return spell.
❑ **WorldLeaf**	Completely restores and revives a fallen comrade.
❑ **LuvMemory**	Helps lift Olivia's curse from a section of ocean.
❑ **MoonHerb**	Removes paralysis from a party member.
❑ **Bone**	Allows the owner to track down a ghostly ship.
❑ **EchoFlute**	When played, will inform you of nearby orbs.
❑ **PixyFlute**	Restores Rubiss from her curse.
❑ **ShinyHarp**	Attracts wandering monsters when it is played.
❑ **Light Orb**	Weakens Zoma in the final battle.
❑ **BugPowder**	Slows down all attacking enemies.
❑ **SpiderWeb**	Reduces the AGL of attacking monsters.
❑ **SunStone**	Used to create the RainbwDrp.
❑ **RainbwDrp**	Creates a bridge of light.
❑ **Gold Pass**	Allows you to play Pachisi an unlimited # of times.
❑ **Magic Map**	Shows your location in the world.
❑ **Pixy Map**	Shows your location in Alefgard.
❑ **Goddess Ring**	INT +33, MPs refill while you walk.
❑ **Orbs**	Collect all of them to hatch Lamia.
❑ **Tiny Medal**	Collect them for fabulous prizes.



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Yes! Cris-atunity!

by Phil Theobald
phil_theobald@ziffdavis.com

You can't go wrong with a good shooting game, and Time Crisis II is one of the better ones out there. Although I loved this game in the arcade, I never really got to play it as much as I would've liked (even we video game editors cringe at the thought of paying a buck for an arcade game).

Now, as luck would have it, Namco has finally brought this great game home, and it's even better than the arcade original (one comes to expect this from a Namco port). The graphics are better, there's secrets to unlock and there's even a bunch of classic Namco arcade shooting games included on the disc.

If you're resourceful, you can duplicate the arcade's two-player mode by using two TVs and linking two PS2 systems together. This way, each player has his own view of the action. It's the only way to play, really.

database

time to complete	Three Hours
challenge	Moderate
coolest power-up	Wide Shot
goofiest character	Jacob
best advice	Stay hidden as much as possible
also try	Police 911
system	PlayStation 2
publisher	Namco
developer	Namco

MATURE M CONTENT RATED BY ESRB

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Basic Techniques

The most basic strategy for Time Crisis II is remembering to hide. Not only does hiding let you you reload, but it also helps you dodge attacks.

Although the enemies in this game are constantly shooting at you, many of the shots miss. To find out which of the bullets have your name on it, watch for a red flash when the enemy fires. This is your cue to immediately get out of the way or take a hit.

Some of the bad guys will toss grenades or knives at you instead of shooting. If your reflexes are quick enough, you can shoot these projectiles out of the air. For those of you with less faith in your skills, just duck down and wait until the weapon flies over your head.

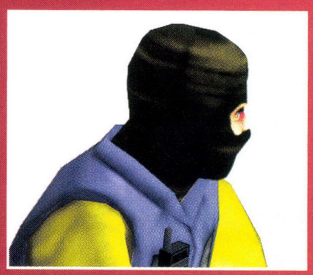
To earn a high score, you'll need to master the art of the combo. By shooting an enemy multiple times and chaining together attacks, your Hit Counter will rise. The higher the counter goes, the higher the score you will earn.

If you haven't noticed, the game features multiple branches in each of the levels that you can play through. Little things such as the order you defeat enemies in or how quickly you defeat them determine which path you follow. You can have a different experience each time you play by varying your technique.

Keep an eye out for the enemies that are dressed in red. These guys have itchy trigger fingers and will fire immediately. Unless you're incredibly quick on the draw, it's generally safer to hide and let them fire off their shots before you attack.

The other enemy to look out for wears a greenish-yellow outfit. They usually appear off in the distance and will quickly run out of range. You'll snag a sweet 5,000 bonus points if you can tag these elusive foes.







Stage 1

Area 1

Jacob, the exceptionally fruity boss of this stage, intermittently appears throughout all three areas. Just shoot him and he'll run off, waiting for his next chance to taunt you.

About halfway through this first area you'll come across a group of bad guys that are standing in front of a tanker truck. Instead of shooting at them, attack the truck. After a few shots, the truck will explode, wiping out all the thugs and earning you a cool 10,000 points. Just make sure you hide after blasting the truck, or you'll take damage from the explosion.

At the end of this area, Jacob will attack you from the top of an overturned semi. He'll have backup from some basic thugs and some soldiers with rocket launchers. The rocket launchers are the biggest threat. Take them out first, then concentrate on Jacob.

Area 2

Jacob pops up a lot in this area. Each time he appears, be sure to aim for his head. If you manage to shoot off his hat every time you see him, you'll be able to take a secret path at the end of the area where you'll have a chance to blast a bunch of green-yellow enemies (worth 5,000 points a piece, if you'll recall).

If you can't manage enough sharp shooting to knock off Jacob's hat every time you see him, you'll miss the secret path and have to fight an armored truck at the end of the stage. Before the fight with the truck, however, you'll be given a machine gun with infinite ammo (unfortunately, once the truck is destroyed, you lose the machine gun). You can score a 99-Hit combo here if you manage to time your ducking well enough to dodge all the missiles that will be shot at you.

Area 3

Although you'll be spending most of your time in this area in a boat chase, you do have to take out some bad guys on a dock before you start (keep an eye out for the green-yellow enemy that appears on the other side of the river).

When you finally get within firing range of Jacob, be sure to take out the two machine guns on the back of his boat. Once the big guns are gone, he and various other enemies will pop out of the boat to attack. After a few hits, this poor-man's Riddler will go down.











Stage 2

Area 1

After you fight through the wooded area at the beginning of the stage, you'll receive another infinite-ammo machine gun just in time to face another armored truck. Watch out for the tree that falls just before the truck attacks, then fire away. This truck should go down exactly like the first one you encountered.

At the end of the area, there's a quick and easy way to kill all of the enemies at once. If you've taken the lower path. where you remain on the ground, you'll notice that the enemies are standing near some red barrels. Shoot the barrels, and the explosion will clear the area of bad guys. If your path has taken you up the stairs in this area, you can shoot the support cable that is holding up the large, metal platform that's suspended above the ground. The platform will fall and crush your foes.







Stage 2, CNTD.

Area 2

The action in this area takes place entirely on a train. After a while, a second train with Buff, the stage's boss, will come alongside the one that you're on. Buff will shoot out your train's windows as he passes by. Immediately after this happens, two green-yellow enemies will quickly pass by.If you can shoot the both of them, you'll be able to take a secret path that features a ton of bonus soldiers.

Buff doesn't stick around very long in this area, so there's no boss fight at the end; just a simple whack-a-mole-ish section where you take out the enemy soldiers as they pop up from behind the second train.



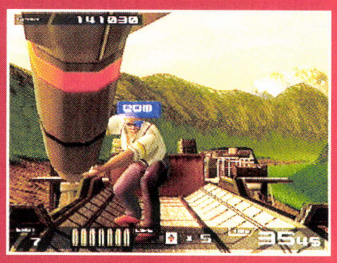
Area 3

Welcome to the battle versus Buff. Luckily for you, he's not that hard to defeat. He'll position himself in a gun turret and focus most his fire at your partner, which will give you plenty of time to get in some clean shots.

Unfortunately, Buff's going to get tired of getting shot at so much, and when he does, he'll climb out of the turret and ruin your fun. For his next amazing stunt, Buff will grab the huge missile that the train is hauling and start swinging it around like so many giant wiffleball bats.

Buff will alternate between bringing the missile down like a hammer and swinging it in a circle around him. Both of these attacks are extremely slow, so you shouldn't have much trouble ducking out of the way before you get hit.

For his final attack, Buff jumps into a passing helicopter and takes his fight to the air. Because the chopper is flying around so quickly, it can be kind of hard to it him. After a few hits, though, he'll go down in a fiery blaze.



Stage 3

Area 1

Near the beginning of this area you'll be moving though a maze of stacked boxes looking for enemies. They can pop out quickly here, so stay on your guard.

The boss at the end of this area is Wild Dog, who allegedly died in the first Time Crisis game. He'll keep running away from the fight, leaving thugs behind for you to deal with. Just take out the enemy soldiers quickly so that you can concentrate on Wild Dog.

Area 2

This entire area is a fight with both Wild Dog and General Diaz. They both pop up from behind the scenery to attack you, so don't waste time counter-attacking.

After a while, Wild Dog will perform a jump kick off the top of a storage tank. You'll be hit by this kick if you don't hide, so be alert.

Eventually, some helicopters will begin attacking. They're easy enough to shoot down, so don't worry.

You can tell that your fight is nearly over when you see General Diaz running off with your associate, Christy, as a hostage. After they run off screen, you'll have to shoot Wild Dog one last time.



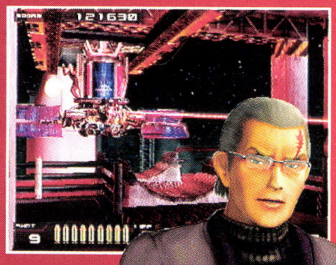


Area 3

During the first half of this area, General Diaz is using Christy as a human shield. If you accidentally hit her, you won't lose any health, but it will cost you a healthy 5,000 points. Your aim must be true to save the girl.

Later in the fight, you'll have to dodge a giant metal claw. When you reach this part, the first half of the battle is almost over. Diaz will eventually toss Christy aside and climb on top of a prototype nuclear satellite. To finish off the mad general once and for all, you'll have to shoot him while you dodge the satellite's many attacks.

The satellite is armed with machine guns and a powerful laser. Make the fight easier for yourself by disabling the satellite's weapons. Once you've inflicted enough damage, Diaz will fall off the satellite and you'll win the game.



The Unlockables

To add to the game's longevity, Namco has added multiple secrets to unlock. Some affect the Arcade Mode while others add life to the many games in Extra Games mode. Here's a guide to all the hidden fun in Time Crisis II.

Arcade Mode Secrets

Extra Credits: Play through Story Mode and use all three of your credits to earn a fourth credit at the start of your next game. You can keep doing this until you get nine credits.

Free Play: If you've earned nine credits in Story Mode and still use up all your continues, you'll active Free Play, where you have infinite continues. How nice is Namco to give you bonuses even if you suck at the game?

Extra Life: When you unlock Free Play, you can go to the "Game Options" screen and change the number of health boxes that you have during the game. Instead of the standard three lives, you can have up to nine.

New One Stage Trial Stages: Get to Stages 2 and 3 in Story Mode.

Auto Bullets: If you finish Story Mode twice, players 1 and 2 can select Auto Bullets. Auto Bullets act like the game's machine gun (unfortunately, though, you will have to keep reloading when you use this feature).

Infinite Bullets: Finish Story Mode with Auto Bullets and both players can select Infinite Bullets so they never have to reload.

Wide Bullets: Finish Story Mode with Infinite Bullets and both players can select Wide Bullets. These bullets are like a shotgun blast, giving the player a huge shot radius.

Mirror Mode: Finish the Story Mode without continuing and you open up Mirror Mode, a flip-flopped version of the game.



Complete Story Mode without continuing to unlock Mirror Mode.



Extra Game Secrets

Crisis Mission

Crisis Mission: To unlock this hidden Extra Game, simply finish Story Mode. In this bonus game, you must clear missions such as scoring so many points in a round or killing a certain number of enemies. The game consists of five "Days," with each Day containing five missions and one EX mission.

Days 2-5: Complete most of the missions in the current Day to open up the next Day.

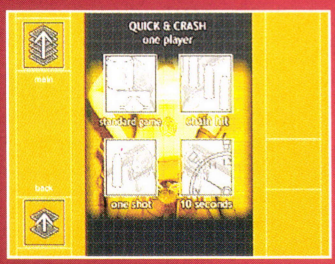
EX Missions: Complete all the missions in a day to open up the EX mission.

Final Mission 2: Complete all of the hidden missions and the final mission to unlock this true final mission.

Music Player: Complete Crisis Mission and you'll unlock this sound test mode.

Quick & Crash

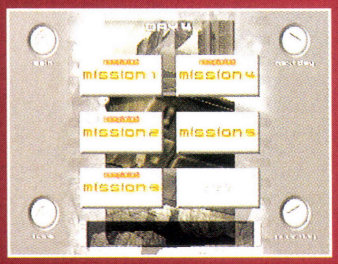
Extra Modes: Earn a score that places in the top five to unlock three new modes of play: Chain Hit, One Shot and 10 Seconds.



Score high in Quick & Crash to unlock three new game modes.

Shoot Away II

Extra Mode: Earn the high score in the Retro Mode to unlock an updated version of the classic game, Shoot Away II.



Unlock extra Days in Crisis Mission by completing previous missions.



Shoot Away II's graphically-enhanced Extra Mode looks great.



Are You a Player?

by Andy Baran
andy_baran@ziffdavis.com

I'll be the first to say it: I don't really play sports games. However, once in a great while a game will come along that even I am forced to admit is a real blast to play. NBA Street is such a game.

What makes NBA Street so unique is the emphasis on looking good while you play. In most B-ball games, an intense offense is all that's needed. In this game, however, getting the ball into the hoop is almost secondary to how you actually do it. The more spectacularly you score, the faster you'll raise your GameBreaker meter.

The looks and sounds of NBA Street are great. If not for some bogus load time, this game would be nearly flawless.

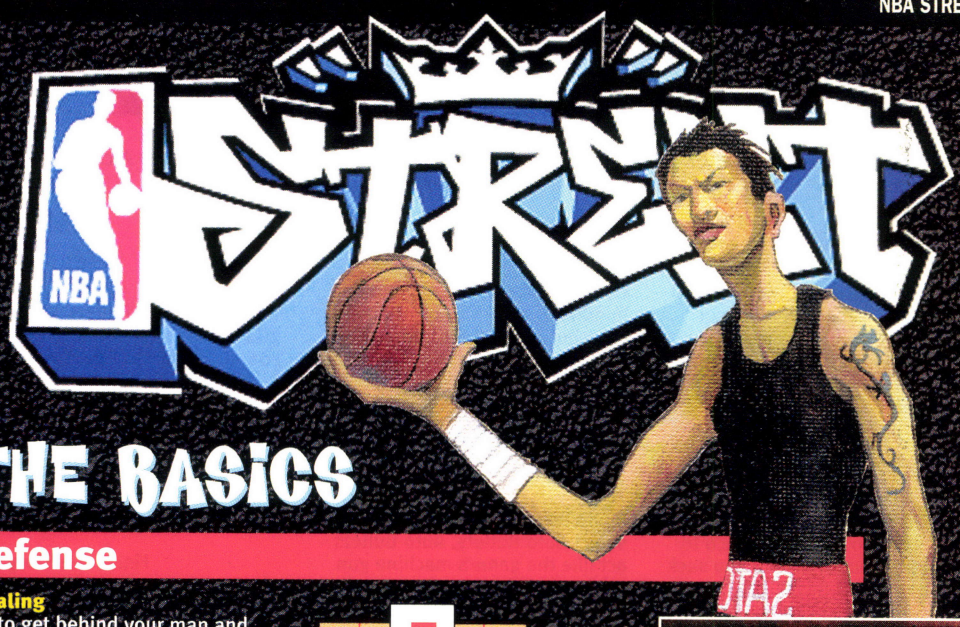
Even if you do not normally enjoy sports games, the innovative gameplay and spirit of fun of NBA Street are definitely worth checking out.

database

time to complete	Two Days
challenge	Moderate
best move	Alley-Oop
best player	Jordan, of course...
best advice	Stall the game for lots of Trick Points
also try	NBA Jam
system	PS2
publisher	Electronic Arts
developer	Electronic Arts

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THE BASICS

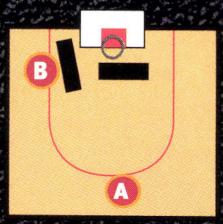
Defense

Stealing

Try to get behind your man and swat repeatedly. Here you'll have a better chance at stripping the ball away than you would if you were directly in front. Being in front opens you right up to a Trick Move, and you don't want to give your opponent any help in building his GameBreaker meter. If, by chance, you slap the ball away without gaining possession, be ready to make a dive for it.

Blocking

Blocking is your best form of defense, and the trick is knowing where to jump for the ball so you can block effectively. The first rule is to never, ever stand underneath the rim. You can't jump through it, and it'll only keep you down. Don't let the other guy try to muscle you underneath, either. A good player will try to force his or her opponents underneath before going in for an easy dunk.



A Blocking Tutorial

If you opponent is at position A, he's going to need to toss the ball pretty high to arc it into the net. This means that getting in his face is a bad idea. Unless you have a mean seven-footer at your disposal, you'll find that it's easier to catch the ball on the way down.

On the other hand, if your rival is shooting from the sides, like at position B, he won't need to shoot very high, so get right in his face and give him something to worry about. From here on, it's all in the reflexes.

Offense

Trick Moves

Want to get past defenders? Skirt right past them with a few skillful Trick Moves. These will allow you to push through the toughest wall of muscle with nary a scratch. Just make sure your ball carrier has a good Handling stat, or you'll stand a chance at giving the ball up to the other side.

Mid-Air Passing

Nothing confuses defenses like passing. Quick turbo-assisted passing generally gets the trick done, but sometimes you may might have to get fancy. One way to deke out the computer is to jump as if you're going to shoot and then quickly pass the ball while you're in mid-air. This move can backfire, though, as the computer will occasionally think that you're trying to pass to the man under the basket, even if he's not the one you intended the pass for.



Try to trap a rival under the net before going in for a dunk.

Under the Net Bump

Know where your opponents are when you try to get in close to the net. Most players will try to stand between you and the net, so use a Trick Move to get some space. Try to push them underneath the net. This way, when you jump up to dunk, they'll hit their head on the rim, thus giving you a clean shot at the hoop. No muss, no fuss...



Lookin' Good

In NBA Street, scoring shots and eclipsing your opponents on the scoreboard takes a backseat to looking good. Trick Moves, which do not score baskets, are a great way to rack up points. Whenever you have the ball, try to spend as much time as you can working on Trick Moves before you finally take it to the hoop. Trick Moves also build up your GameBreaker meter, which in turn lets you earn even more points. Here are a few basic rules that you'll need to abide by to earn the big points.

1. Scoring with GameBreakers is worth a lot of points. This means you'll want to build up as many as possible.
2. Build up GameBreakers with a load of Advanced Trick moves. Try to get as many points in a single possession as you can.
3. Never let the shot clock run down, or you'll lose some of your all-important meter.
4. Always Alley-Oop your GameBreaker for the most points, or at least dunk before the time runs out.
5. Never shoot the trey. Remember, you want to score points, not baskets.
6. Never lay-up the ball. You will essentially be throwing the ball away in terms of Trick Points.

CITY CIRCUIT

Can You Beat the Pros?
The City Circuit allows you to test your skills against the Pros. This is a great starting point, as you can earn a little bit of everything, from new courts to additional players.

Street Challenges
Every time you clear a region, you'll have to battle in a Street Challenge against one of the toughest ballers in town. Winning will earn you the respect of the player whose challenge it is. When playing these games, try to identify what the main character is good at, then shut him down. If you're playing against a powerhouse like Biggs, for example, keep him away from your smaller players.

Earning New Players
Every time you defeat a team in the City Circuit mode, you'll be able to swipe one of their players for your own. Choose carefully, and look for the stats that fit into your playing style. Like in real life,



The further you get into the City Circuit, the better the teams are.

some players are supreme in every category. The best players to choose are shown below.

Character Creation Points
In the event a team does not have a player worth taking, you can always opt to take some points for character creation instead. Overall, this is the best choice 90-percent of the time. Build up your own guy.

THE TOP PLAYER PICKS

Who Are the Best Picks Overall?

Take Your Pick
Once you get a good stable of players, you won't want to bother picking one from every team you meet, especially since you can only have 16 players on your team at any given time. It's best to choose (and choose wisely) which players best fit into your overall plans.

Orlando Magic
Tracy McGrady
Houston Rockets
Steve Francis
New York Knicks
Latrell Sprewell
Dallas Mavericks
Michael Finley
Philadelpia 76ers
Allen Iverson

HOLD THE COURT

Earn Those Courts
We recommend that you play through the City Circuit mode first, as you'll earn all of the courts that make this part of the game so much fun. Each court that you have available will offer two challenges. You must complete both to have the court considered "cleared."

Winning Streak
Each court has a set amount of games that you must win in a row. Your winning streak must exceed that. If you're playing for the streak, you can sort of ignore Trick Points. This means that you'll want to take 3-point shots with your GameBreaker to ensure that you win your games.



Trick Point Totals
Each court has a certain number of points that you must achieve in order to be cleared. For the tougher challenges, you'll need to pull every trick in your book to score high enough. The next two pages will help you out.

CITY CIRCUIT BRACKET

Final Challenge
A Special Player from the Secret Teams
A new team- Street Legends
19 new gameplay cheats

Street Challenge #6
Unlocks Rucker Park Court
Stretch becomes playable

Region #6

Street Challenge #5
Unlocks the Yakatomi Plaza Court
Takashi becomes playable

Region #5

Street Challenge #4
Unlocks The Loop Court
DJ becomes playable

Region #4

Street Challenge #3
Unlocks The Yard Court
Drake becomes playable

Region #3

Street Challenge #2
Unlocks Broad Street Court
Bonafide becomes playable

Region #2

Street Challenge #1
Unlocks Beacon Hill Court
Biggs becomes playable

Region #1

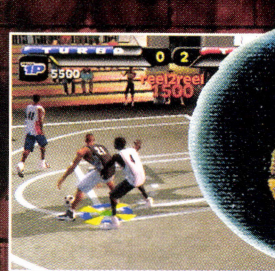
TRICK MOVES

Basic Trick Moves

Move	Points	How to Perform
Immobilize	1,000	Square (no turbo required)
Double Take	1,000	Square (no turbo required)
Top Spin	1,000	Square (no turbo required)
Funknflash	1,000	Square (no turbo required)
Fro Fake	1,000	Square (no turbo required)
Spinoff	1,000	Square (no turbo required)
Left Ya	1,000	Square (no turbo required)
Off The Hook	1,000	Square (no turbo required)
Two-Time	1,000	Square (no turbo required)
Criss-Cross	1,000	Square (no turbo required)
Flex 'N Flow	1,000	Square (no turbo required)
Wrap Around	1,000	Square (no turbo required)
Check Yo Bags	1,000	Square (no turbo required)
Roll On	1,000	Square (no turbo required)
Crossed Out	1,000	Square (no turbo required)

Advanced Trick Moves

Move	Points	How to Perform
Left Behind	2,500	Square (with Defender close)
Off The Chain	1,500	R1+L1+ Square
Slip 'N Slide	1,500	R1+R2+L2+ Square
Reel2Reel	1,500	R1+R2+ Square
Change Up	1,500	R2+L1+ Square
Double-Cross	1,500	R2+L1+L2+ Square
Streetwise	1,500	L1+L2+ Square
Backtrack	1,500	R2+L2+ Square
Breaking You Off	1,500	R1+R2+L1+ Square
Cyclone	1,500	R1+L1+L2+ Square
Downshift	1,500	R1+L2+ Square



About 60-percent of your points will be from your Trick Moves alone.

GETTING BONUSES



Knock Them on Their Butts!
When you're surrounded by the other team, start pulling off your Advanced Trick Moves. If you press toward one of your rivals with your move, there's a chance you can knock him down. If you do, you'll get double the points for your moves.



Don't Repeat!
Never repeat the same Trick move during the same possession. If yo do, you'll only gain half the points for the maneuver. Instead, practice cycling through your arsenal of tricks—you'll build up your Trick Points and your GameBreaker meter in no time!

TRICK POINTS



Points Are Your Enemy
As soon as you gain possession of the ball, make your way down court and wait for the other team to surround you. Start flailing with your Advanced Trick Moves to really rack up the points. When the Shot Clock starts counting down, pass the ball to your worst 3-point shooter and try for an impossible shot. If you you can recover the ball, you'll have another attempt at building up your trick points.



Word of Caution
If the shot clock runs out on you, you'll lose a chunk of your meter.

COMBO INTO A DUNK



Multiply Your Trick Points!
You can get a serious bonus to your Trick Points by chaining your Trick Moves into a basket. The better the move, the better the bonus. Although any successful shot will gain you some points when chained, the dunks are your best bet for making a mega-huge score.



Other Methods
Sometimes all it takes is some simple moves to gain a few more bonus points. Passing the ball around quickly or pump-faking will tack on a few more points.

Keep Your Eyes Open
Keep your eye on the Turbo meter. Don't hold it down constantly while performing your Trick Moves. Tap it instead to only use what you need.

Look for the Newest Issue of

POCKET games

on Newsstands Oct. 30.

It's your Ultimate Guide to the GameCube Launch!



Each year, the hard-workin' editors of *Electronic Gaming Monthly* create special-edition magazines such as *Expert Gamer's Codebook*, 2001, *Pocket Games*, *Video Game Buyer's Guide*, or *DCM* the *Unofficial Dreamcast Magazine*. These magazines can only be found on the newsstands or through back order. Look for the titles above on sale now at Babbages, Software ETC., Barnes & Noble, Wal•Mart, K-Mart, Walden Books, Target, Borders, B. Dalton and many supermarkets and drugstores near you!

Are You Missing Something?



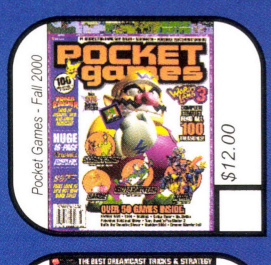
Pocket Games - Summer '99 $12.00



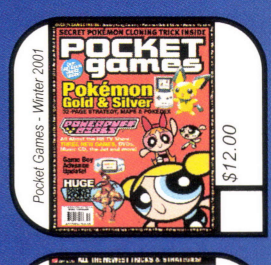
Pocket Games - Winter '99 $12.00



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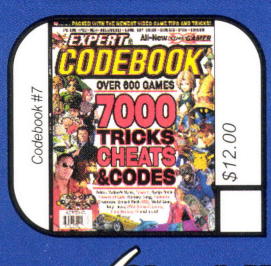
Pocket Games - Fall 2000 $12.00



Pocket Games - Winter 2001 $12.00



Pocket Games - Winter 2001 $12.00



Codebook #7 $12.00



Unofficial Dreamcast Magazine #1 $12.00



Unofficial Dreamcast Magazine #2 $12.00



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Simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to: Ziff Davis Media Inc. for the amount indicated for each magazine plus shipping and handling—add $3 for U.S., $3 for Canada and $5 for foreign orders—in U.S. funds only for each magazine! Orders should be mailed to: Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338. Price and availability subject to change without notice.

DUNK MOVES

Basic Dunk Moves

Move	Points	How to Perform
Remix	1,500	Circle (no turbo required)
All That	1,500	Circle (no turbo required)
Boomdown	1,500	Circle (no turbo required)
Jam City	1,500	Circle (no turbo required)
Air Raid	1,500	Circle (no turbo required)
Powerhouse	1,500	Circle (no turbo required)
Air Patrol	1,500	Circle (no turbo required)
Rampage	1,500	Circle (no turbo required)
Around the Way	1,500	Circle (no turbo required)
Rapid Rise	1,500	Circle (no turbo required)
Buckdown	1,500	Circle (no turbo required)
Mammajamma	1,500	Circle (no turbo required)
Air Raid	1,500	Circle (no turbo required)
Rise Up	1,500	Circle (no turbo required)
Strikeforce	1,500	Circle (no turbo required)
Shockwave	1,500	Circle (no turbo required)
Look Out Below	1,500	Circle (no turbo required)
Uptempo	1,500	Circle (no turbo required)
Onslaught	1,500	Circle (no turbo required)
Direct Flight	1,500	Circle (no turbo required)
Honey Dip	1,500	Circle (no turbo required)
Counter Strike	1,500	Circle (no turbo required)

Advanced Dunk Moves

Move	Points	How to Perform
Dinner's Served	7,500	Special (see side for details)
Hammerdown	2,500	R1+L1+ Circle
Groundshaker	2,500	R1+R2+ Circle
Special Delivery	2,500	R1+L1+l2+ Circle
Dunkalicious	2,500	R2+L1+L2+ Circle
Around the World	2,500	R1+R2+L1+ Circle
Super Fly	2,500	R1+R2+L2+ Circle
Dominator	2,500	L1+L2+ Circle
Wake Up Call	2,500	R1+L2+ Circle
High Rise	2,500	R2+L1+ Circle
Backbreaker	2,500	R2+L2+ Circle
Put it Home	2,500	R1+R2+L1+L2+C (standing)

End of Game Dunk

Move	Points	How to Perform
Backboard Break	25,000	Finish game W/dunk
GameBreaker	75,000- 150,000	Any Dunk W/GameBreaker

GameBreaker

Move	Points	How to Perform
3 Pt Shot	25,000	Any 3 pt W/GameBreaker
2 Pt Shot	50,000	Any dunk W/GameBreaker

CRITICAL TIPS



Don't Forget the Turbo!
Whenever you're throwing the ball, make sure to add a little bit of Turbo into the mix. This will give the ball a little bit more speed, making it harder for the other team to block it.



Dinner Is Served!
If you have an open lane, you can do an awesome Trick Point-heavy move called "Dinner's Served." Hit all four Turbo buttons and you'll bounce a shot off the backboard before slamming it home. Chain this with a Trick Move for massive points.

THE ALLEY OOP

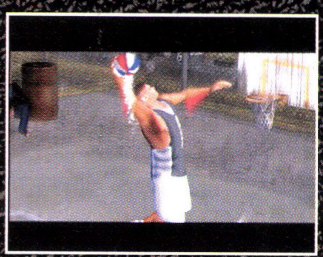


All in the Reflexes
When one of your teammates starts jumping near the net, pass the ball to him—hopefully you'll slam an Alley-Oop home. If you combo a Trick Move before this, you'll gain a bonus of around 16,000 points. These moves are ideal for building up the meter for a GameBreaker.



All in the Timing
You'd better time your throw (and use a little Turbo while you're at it) or you'll end up just tossing the ball away to the other team. Also, the lane had better be clear, otherwise you'll stand a chance at getting blocked.

GAMEBREAKER



Baskets or Trick Points?
Use your GameBreakers wisely. When you score off of a GameBreaker, your opponent will lose the same number of points you gain. If you shoot a 3-point shot (which equals two points in NBA Street), your opponent will lose two points. If you are behind, sink a long-range shot to even the odds. However, most of the time you're better off going for the dunk. You'll earn more skill points, and in a single player game, this is more important in the long run.



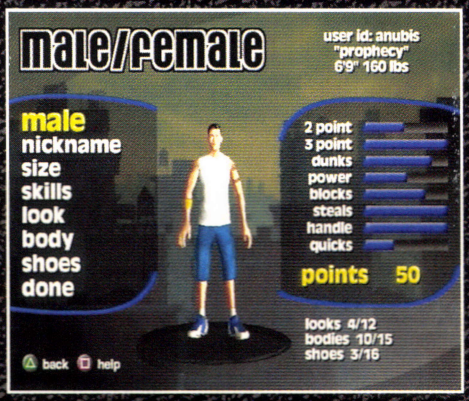
For a Limited Time Only
A GameBreaker only lasts for a short time, so use it before it goes away. If your opponent has just earned theirs, stall as much as possible. Run down the shot clock if you have to, just prevent the other team from using its ability.

CREATE-A-CHARACTER

Who's the Best Around?
Well, you can be if you want to spend the character creation points. Be warned: it isn't cheap. If you earn your points by playing through the various modes, you can create a totally maxed-out behemoth who can put entire teams into the hospital*.

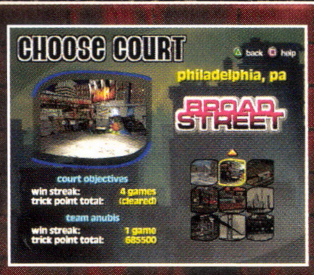
What to Improve First
Honestly, you'll probably won't want to play with your created character for a long time. The reason is that his stats will be pretty crappy at first, and you'll probably not have the options that you want right off the bat. If you absolutely have to play with him, concentrate on on or two stats, and make a specific role for him.

** Well, not really...*



Replay Value
One of the things that make NBA Street so great is all of the little things that you can unlock, change and tweak so you can really get your money's worth from the game.

Multi-Player Fun
Players can take their own saved data and have their own custom teams duke it out on the courts. Try to see who can come up with the best overall team!



Unlocking the Courts
You'll need to play through all of the City Circuit if you want to be able to play on all of the courts.



Secret Players
Complete the City Circuit and beat Michael Jordan in his final challenge to gain access to a special list of players who are not available under any other circumstance.

Fantasy Players
Take a look at the three non-human players: a living chunk of magma, a yeti and an alien. These are a great way to shock the other players and prove that you've been good enough to get all the way through the game.



Scare your opponents with one of the non-human players.

TWEAKING YOUR STATS

Height
The height advantage will really come into play when you're trying to block. Tower over the other players and you'll be able to swat the ball from the sky with ease.

Weight
The heavier you are, the harder it will be to throw you to the pavement. Although this is kind of nice to have, it isn't as essential as you'd might think.

2 Point
This statistic will determine your overall accuracy when shooting simple 2-point shots. These most basic of shots are fairly important, so dedicate a few points in here for luck.

3 Point
Unless you're playing without Trick Points, do not place any points into here until your other stats are filled up. Shooting 3-point shots when going for a high Trick Point score is foolish under any circumstance.

Dunks
This makes it more likely that your man will sink the shot instead of bouncing the ball off of the rim. This is a fairly important stat and it should get early consideration.

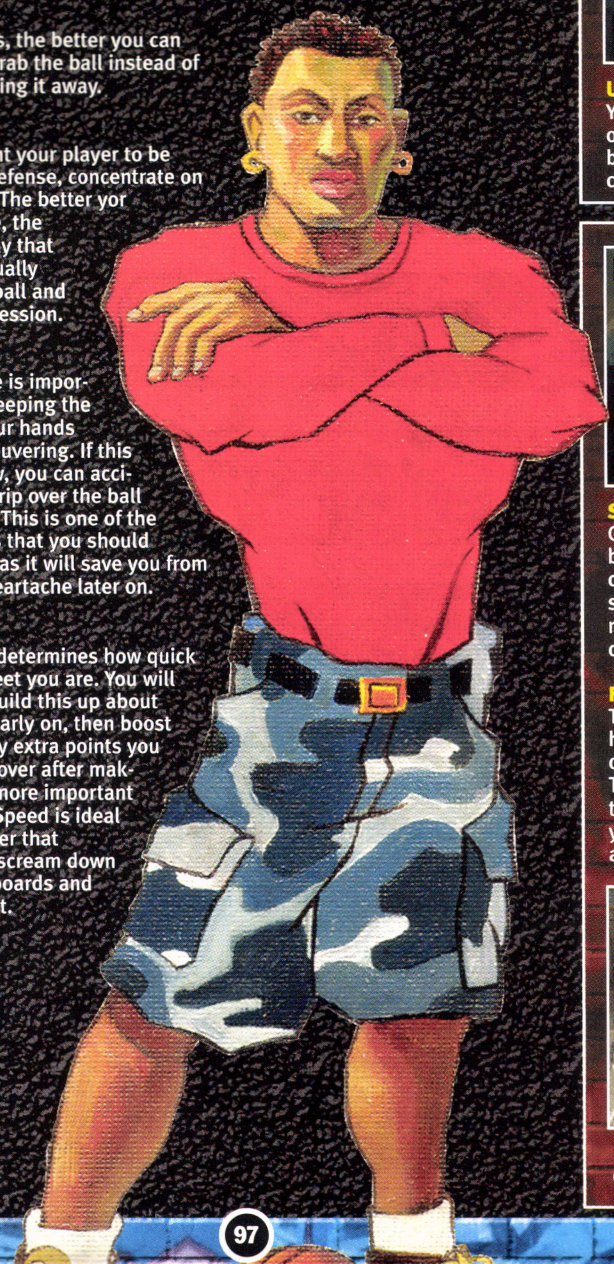
Power
This determines how easily you can knock someone down or be knocked down yourself. It works in conjunction with Weight, so a heavy player with a high Power rating will be a juggernaut.

Blocks
Used in conjunction with Height, this ability can help you block shots on the basket. The better this stat is, the better you can actually grab the ball instead of just swatting it away.

Steals
If you want your player to be good at defense, concentrate on this skill. The better yor Steals are, the more likely that you'll actually grab the ball and gain possession.

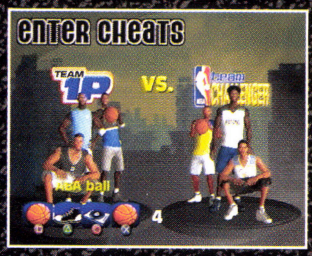
Handle
This move is important for keeping the ball in your hands and maneuvering. If this stat is low, you can accidentally trip over the ball or worse. This is one of the first skills that you should increase, as it will save you from a lot of heartache later on.

Quicks
This stat determines how quick on your feet you are. You will want to build this up about halfway early on, then boost it with any extra points you have left over after making your more important choices. Speed is ideal for a player that wants to scream down the floorboards and hit the net.



CODES

Cheating for Fun and Profit
Although you can earn the codes by completing the various courts in the Hold the Court challenges, we have them all right here. The numbers indicate the amount of button taps needed.



No Cheats
1 1 1 1

Casual Uniforms
1 1 0 0

Authentic Uniforms
0 0 1 1

Player Names
0 1 2 3

No Auto Replays
1 2 1 1

No HUD Display
1 4 1 2

No Player Indicators
4 0 0 4

Summertime Joe "The Show"
1 0 0 1

Springtime Joe "The Show"
1 1 0 1

Athletic Joe "The Show"
1 2 0 1

No Shot Indicator
4 3 2 4

Explosive Rims
1 2 4 0

ABA Ball
0 1 1 0

WNBA Ball
0 1 2 0

NuFX Ball
0 1 3 0

EA BIG Ball
0 1 4 0

Beach Ball
0 1 1 2

Medicine Ball
0 1 1 3

Volleyball
0 1 1 4

Soccer Ball
0 2 1 0

Tiny Players
4 0 4 0

Big Heads
4 1 2 1

Tiny Heads
4 2 0 2

ABA Socks
4 4 4 4

No Shot Clock
4 4 0 3

Less GameBreakers
2 0 3 0

More GameBreakers
1 4 3 2

No GameBreakers
1 4 4 2

No Juice
1 4 4 3

Unlimited Turbo
2 0 3 0

Easy Distance Shots
2 1 3 0

Harder Distance Shots
2 2 3 0

Mega Dunking
3 0 1 0

Ultimate Power
3 1 1 0

Mad Handles
3 2 1 0

Super Swats
3 3 1 0

Sticky Fingers
3 4 1 0

Captain Quicks
3 0 2 1

No Dunks
3 0 1 2

Less Blocks
3 1 2 3

Less Steals
3 1 3 0

No Alley-Oops
3 4 1 2

No 2-Pointers
3 3 0 3

Your world. Cubed.



The Pocket Games Guide to GameCube

Everything you need to know about Nintendo's new system and games.

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POCKET games

ZIFF DAVIS MEDIA





School Is Out... FOREVER!

by Guy Strategy
xg@ziffdavis.com

Readers often write us asking about what working at *XG* is really like. We figured that it was time to pull the curtain aside, so to speak, and reveal the work involved.

As you read this article, keep in mind that a strategy guide for any given game is completed in less than one month's time by one editor and one art director. Time is the biggest enemy of a strategy magazine. Along with the strategies, our editors and art directors also have to attend to the other pages of the magazines (such as Gamers Forum, Game Over and Previews).

Everyone works hard to make *Expert Gamer* a smooth running machine, and there's no one job that's more important than another. Putting out *Expert Gamer* is definitely a team effort.

Yes, it's fun to work on *XG*, but not many people really know how much work is involved.

database

time to complete	Two weeks
challenge	Not easy
pay	Ehhh...
average weight gain	15 pounds
best advice	Don't wrestle with dinosaurs...
also try	A real job
system	Mac OS 8.6
publisher	Ziff Davis Media
developer	Expert Gamer
	www.expertgamer.com

ADULTS ONLY
CONTENT RATED BY ESRB

EXPERT GAMER

the strategy of a strategy



SYSTEMS

Perhaps the most important tool when writing a strategy guide is a phat video game setup. After all, how can you write a guide if you don't have a system to play the game on?

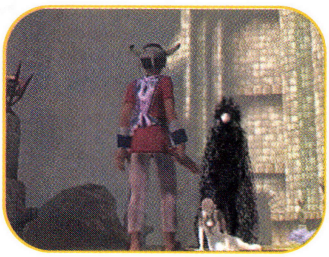
In addition to our array of current (and not so current) game systems, we editors also need a healthy supply of extra controllers and memory cards.

Of course, since we're all video game connoisseurs here, we want our games to look their best. That means we also stock a healthy supply of S-Video cables to hook our systems up to our TVs and computers. Also, all of us at *XG* agree that games look extra sweet when they're being played on one of those fancy Sony WEGA sets.



Switch boxes help us keep all our systems going at the same time.

THE SOFTWARE



You played ICO yet? We have.

When writing a strategy guide for a game, it really helps to have an early copy of the game. We write our magazine about two months ahead of time, so if we were to buy a game in August, you wouldn't read about it until October—that's why we try to get early, pre-production copies of the games you'll be playing when they hit the stores. If we time things right, our magazine will come out within a week or two of a game's release.

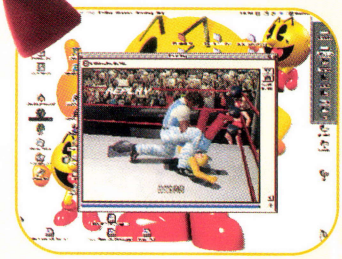
These "early" games aren't like the games you buy in stores. They rarely have covers, manuals or even cases. Instead, we get a plain disc that won't play without a special debug system or boot disc. We also have special systems used for taking screens from systems like the Game Boy Advance.

THE RIG

Our work computers are all Macintoshes (since it has the best media software) but we don't all have the same type. The art directors usually have the fastest systems (since they gotta push them pretty pictures around), and the editors pretty much fight for the art directors' scraps whenever new technology comes out.

The Macs all come equipped with video capture cards that allow us to take the lovely screen shots you see in each issue. Now, those cards don't do the work themselves. We also have to use special software.

For taking screens, the most commonly used programs are Strata VideoShop and Adobe Premiere. Strata is better for capturing standard stills, but Premiere lets us capture frames from movies (a real help if you're playing a fast-paced game like any of the Street Fighters).



Magical capture cards allow us to take pictures of the games.

CORPORATE CREDIT CARD



When the 'za is free, there's no reason not to have a lot of it.

Not only do we get to play a bunch of games all day, we don't even have to pay for this set-up out of our own pockets! Sweet deal, huh? By using the power of the mighty Expense Account, we can pay for games, controllers, memory cards or even entire systems on good ol' Uncle Ziff's dollar.

Working on guides late at night tends to make the editors hungry, so why not get a little free food? The Expense Account strikes again! Pizza Hut is usually our food of choice (because there's one just down the street).

Also, did you see those pictures of Phil out on the beach with a GBA a few issues ago? How can he afford to fly out there on a whim? He can't! The good old corporate credit card fits the bill again.

STAFF MEETING = 1 DAY

1. Discuss Upcoming Titles

This meeting between the editor-in-chief, editors and art directors helps plan the issue. If an editor has a game in mind that he's just itching to play, now's the time to mention it. Factors that go into whether a game gets covered include its popularity, release date and time it takes to play in relation to the final deadline.

2. Preferences Are Announced

Everyone has a niche, no matter how small. If it's Mega Man related, Phil gets the first pick. Andy gets all the sick, morbid and gory games. And as for Slim...

3. Slim Is Ignored

Slim is our fighting game guru. However, when a 2D fighting game isn't available, he gets whatever is left over. This has lead to such classic mismatches as Slim's all-time "favorite," Fear Effect 2.

4. Try to Plan the Issue

The editors estimate many pages they think their guides are going to run and the editor-in-chief assigns deadlines accordingly.



The editorial staff of *Expert Gamer* meet at the beginning of every issue.

PLAYING THE GAMES = 1 WEEK

1. Waiting

Sometimes an early copy of a game won't be ready right away. If a company starts dragging its feet in sending out its latest game, the editors start getting restless (see "Goofing Off").

2. Getting Through the Game

Although playing video games is certainly a cushy job, it's not always a lot of fun. If an editor is assigned a game that he doesn't like, he has no choice but to struggle through it. The pressure of meeting a deadline can make a game that you'd love to play at home a real chore at work. Playing through an 80 hour game in 40 hours can make a guy rethink his devotion to Final Fantasy.

3. Planning the Guide.

Does the game require a full walk-through? Are there puzzles or any useful stats? What about secrets? The editors have a lot to consider before they start writing a guide, and some careful planning can make things a lot easier.



Like it or not, you have to play the game you were assigned...

WRITING = 1 WEEK

1. Review Notes, Basic Layout

After the game has been completed, the editors will start plopping their text into a crude layout and start adding call-outs and picture boxes. Think of this part of the process as a giant puzzle game, where you have to make an entire game fit into a space between eight and 12 pages.

2. Meet with an Art Director

Since writers have no sense of style, they usually ask one of our sage art directors for advice on how to put their guide together.

3. Oh Yeah, Writing.

The entire guide is written at this point. Things get broken. Copious amounts of coffee are ingested. The goofing off that went down at the beginning part of the month doesn't seem as fun now as it did back then...

4. Screen Shots

Taking screen shots can take just as long as writing, because you basically have to play through the game again to get them. A picture tells a thousand words, though, so the process is definitely worth it.



An *XG* editor right after deadline.

THE TECHNICAL STUFF = 1-2 WEEKS

1. Art Director

The art directors take over the layout and start working on the theme of the spread. They choose the appropriate colors, fonts and backgrounds to complement the mood of the game that the guide is about. Be thankful for these guys.

2. Color Correction

This is a very technical aspect of magazine production that ensures the quality of the pictures you see. Every screen shot and piece of art has to go through the process.

3. Copy Editing

The copy editor corrects spelling mistakes and grammar errors. At least he tries to, anyway...

4. EIC Sign off

The boss looks over the guide to catch any mistakes that may have gone undetected. In rare cases, a guide will have to be completely rewritten to pass muster.

5. Final Production

The last step before *Expert Gamer* goes to press. This stage makes sure everything is perfect.



"You're absolutely right, Justyn. The cadence of this sentence is off."

ESTIMATING GAMES

To give you a basic idea of how much time it takes to play through and write the guide for a specific genre, we've written up the handy chart you see below.

RPG • 40-120 hours •8-12 pages

Action • 5-10 hours •6-10 pages

Adventure • 10-20 hours •8-12 pages

Puzzle • 1-4 hours •2 pages

Sports • 4-6 hours • 4-8 pages

Racing • 4-50 hours • 8-12 pages

Fighting • 8-10 hours • 6-10 pages

HORROR STORIES

Phil vs. Pokémon Gold & Silver

For better or for worse, Phil has been branded the "Pokémon Guy" here at XG. Sure, he really enjoys the Pokémon games, but they're generally pretty involved. Creating a valid walk-through for both the Gold and Silver versions while trying to catch 251 little pocket monsters is not a fun way to spend a month. And since Pokémon is so popular, he's still getting e-mails about the game to this very day.

Andy vs. Front Mission 3

Imagine this: one week to play through Square's 140+ hour long RPG that sports two complete scenarios and a massively hackable internet, write the guide, find all the Wanzer part abilities (which appear randomly) – all approximately a week before your wedding. This game nearly killed Andy, but it remains one of the guides he's most proud of.

Slim/Henry vs. Final Fantasy IX

Even with Slim and long-time freelancer Henry LaPierre working together on the guide, FF9 was still a real chore. The two writers had only a week and a half to play through the entire game, find as many secrets, weapons and ability stones as possible as well as create charts of all the Chocograph locations, etc. To top it all off, they had only a scant 14 pages to squeeze it all into. This may sound like a lot here, but take a look at the guide to get an idea of just how cramped it really was. Even with the work they spent on it, some secrets slipped by them (they got the 80-percent complete game two months before its commercial release, so cut them some slack) and they still get the occasional e-mail asking them why they called him Hardis.

THE ART OF THE 2 HOUR LUNCH

Sometimes, when deadline is over and you just need to relax, an extended lunch is just the thing.

The Meal

You can't call it lunch unless there's food involved, so stopping someplace to eat is a must. At *XG*, we like our food fast and cheap (White Castle, anyone?). Some days, however, the food is merely an excuse to get out of the office for some other activities.

DVD Tuesday

If it's Tuesday, you know there's gonna be a trip to pick up the latest DVD releases. Just look for the parade of *XG* editors on the day that *The Simpsons* box set is released (September 25, in case you forgot).

Side Trips

"Wanna stop at Toys R' Us and Best Buy?" Why even bother asking when you know the answer is yes?

XG SCIENCE THEATER 3000

The *XG* guys love bad movies. You'll always find something funny in a bad movie when you watch them as often as we do.

Commando

This movie is the cornerstone of any good bad movie collection. It has everything that good bad movies should. To put it simply, if you want to see what the *XG* staff thinks is funny, watch this movie.

Laser Mission

Brandon Lee, Earnest Borgnine, and a diamond-powered, laser-activated nuclear weapon (that never even gets built)—how can you go wrong?

Anything With Rudy Ray Moore

The Godfather of Rap can't seem to make a movie that isn't hilarious. Just about anything starring Rudy Ray Moore is comedic gold.

Lion Man

Oh, it's bad, but better than that, it was made in Turkey. Yep, Turkey. *Lion Man* is impossible to describe, but it's impossible to forget once you've seen it.

GOOFING OFF



To make up for the bad hours and little pay, we here at *Expert Gamer* get to goof off. We get to goof off like no adult has ever goofed off before. Kids in school do less goofing off than we do (remember, at *Expert Gamer*, school is always out). Here's some of our favorite time wasters.

DUH!

At a video game magazine, we obviously have plenty of video games to distract us from work.

Create-A-Wrestler

Choppy McChopp, Kicky McKickk, dead-on copies of the art guys. You name it, we've created and wrestled with 'em.

The Hot Puzzle Game

Pokémon Puzzle League, Mr. Driller, Bomberman Online, etc.

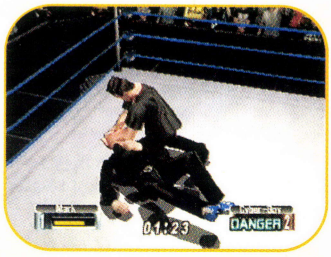
Even Justyn, the most "responsible" of our staff, falls prey to the temptation of the puzzle game.

Sports

Dan wiles away the hours on such sports titles as NFL 2K1. OK, he pretty much just plays NFL 2K1.

Super NES

No *Expert Gamer* cubicle is complete without a SNES. You gotta give props to the classic games.



Who says art guys don't do any work? They can kick a lot of butt!

STREET FIGHTER III: 3RD STRIKE

Slim has cornered the market on goofing off with this title. He's been playing it for over two years now!

Slim vs. Ray

XG's former intern comes in on his days off from school (you know, when school is out) to play.

Slim vs. Dudlak

EGM editor Jonathan Dudlak occasionally gets in on the action. The Street Fighter action, that is.

Slim vs. Practice Mode

If you're ever in the *XG* offices in the middle of the night, the constant tapping of Slim's arcade stick let's you know you're not alone.

Slim vs. Web Boards/IRC

At least Slim tries to put his many hours with this game to use by helping out other players online. Of course, this always seems to come at the sacrifice of his actual writing work.



"Thanks, Capcom. Now Slim never gets any work done on time."

THE SIMPSONS

A real crowd pleaser, Phil's collection of vintage episodes of *The Simpsons* are always on hand to entertain the staff.

Quoting *Simpsons* Lines

"Disparaging the Boot is a bootable offense!" Obscure *Simpsons* quotes, can be heard almost constantly around the office. The sad thing is, someone always knows what episode the quote is from.

Working *Simpsons* References into the Guides

Not nearly as much as we'd like, but more often than you think. Look carefully, and you're likely to find at least one in nearly every guide in each issue.

Futurama

The last few seasons of *The Simpsons* have been pretty bad. Luckily, *Futurama* is there to pick up the comedic slack.



At *XG*, we believe that "all work and Moe play makes Moe a Moe Moe."

MOVIE FRIDAYS

Although the higher-ups don't officially condone it, the staff occasionally takes an afternoon to catch a movie on the clock.

Pokémon Movies

The Pokémon movies are always bright, loud and mildly confusing. They're also much more fun when seen with a group of immature twentysomethings.

Dungeons & Dragons

Bleh. This move was so bad that it wasn't even funny. A loud, ranting Jeremy Irons doesn't like the MAGE!

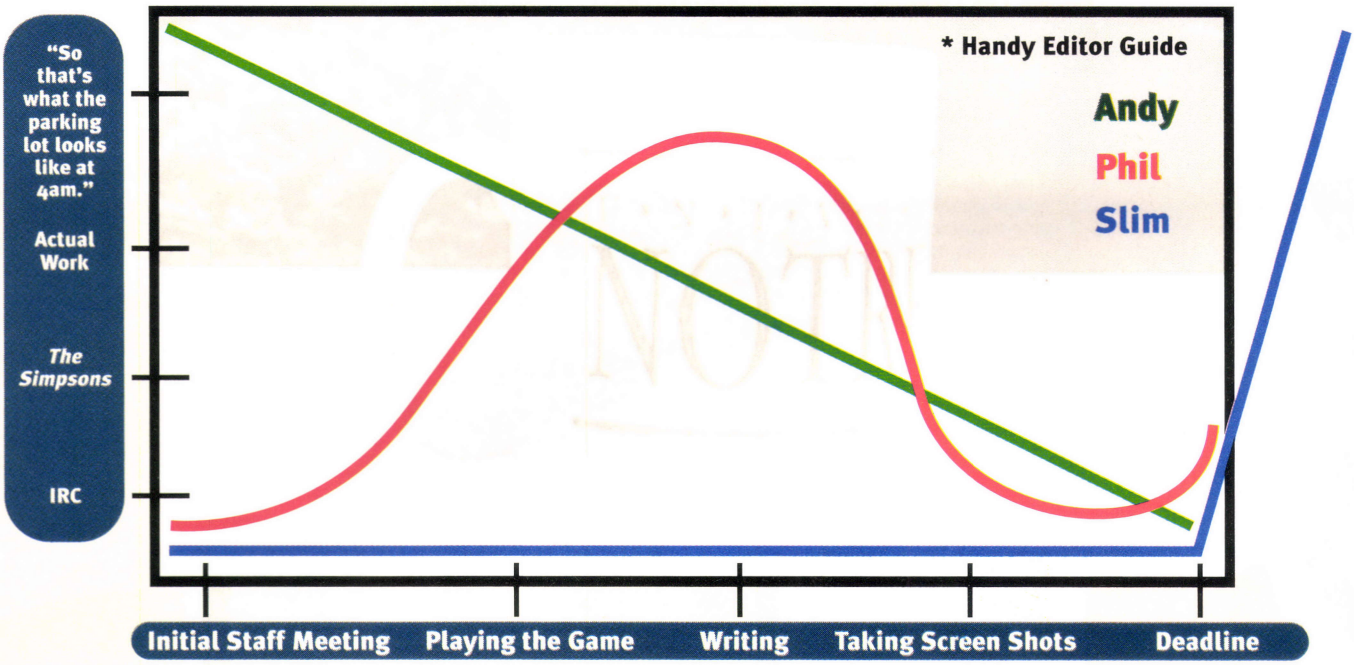
Tomb Raider

"Sure, it's got a hot chick in a skimpy outfit running around shooting stuff, but it's based on a video game. That's why we're seeing it. It's work-related!"



Here's the part in the dream where Lara says "I love you."

XG PRODUCTIVITY GRAPH



THE INDIVIDUALS

Andy Baran

After writing so many guides, it almost becomes second nature to identify what would make a good strategy. I start out by playing through the game, carefully noting anything that stumps me. Odds are, if I'm getting confounded, at least one of our readers will have the same problem. This helps me to sort things out in a logical progression for my layout.

I tend to ask for more pages, that way I end up making sure I find as many secrets as possible to fill up the space.

I get a lot of players asking how I find everything in a game. I'd like to say that I'm the best player around, but truth be told, I often turn to the other editors for help. Sometimes a different outlook can change things significantly. Instead of getting frustrated, I normally take breaks. I find that leaving and coming back after a bit of time helps. If you go back and take a look at most of my guides, you'll find this invaluable tip somewhere.

Writing a strategy guide within the tight time constraints of a monthly magazine is tough, but ultimately rewarding.



Phil Theobald

When I tell people what I do for a living, they usually make a joke of it. I've heard the sarcastic, "Oh, you sit around playing games all day? That must be hard." comment about a million times. What people don't realize is that there's actually a lot more to the job than one would assume.

Between all the jokes and viewings of bad movies (of which there certainly are many), we actually have to write a guide. Granted, getting paid to play a game is a pretty sweet gig, but there's a lot of pressure knowing that you need to completely play through a game, find all the secrets and (if applicable) map it out. When you're confronted with an unexpectedly large game (Wario Land 3 comes to mind), it can be even more stressful.

To make things a bit easier on us, Dan and Justyn are cool about assigning games that us lowly editors will enjoy. I tend to gravitate towards the more action-oriented games, like Jet Grind Radio and Dino Crisis 2.

I also dig games with an old-school flavor like Mega Man X5 and Kirby 64: The Crystal Shards, so I'll do those guides whenever I can. Of course, it's that kind of attitude that's labeled me as the staff "Pokémon Guy."



Kenneth "Slim" Miller

OK, OK, so I finish almost every one of my guides exactly one day late. I admit it. How else can I make time for all the other "important work" that we just described on the previous page?

Fortunately, I had written a few FAQs before I got the job here, but that didn't prepare me for these things they call "screen shots" or all that crazy "art" stuff. Then again, fighting game guides are pretty easy when you can't seem to play anything else. Sure, I'll pick up another game now and then, but I quickly find myself wondering if I could have squeezed in one more hit on that combo if I just land that jump-in a little deeper. Thankfully, that obsessive quest for perfection shows through in the guides. In fact, it was my dissatisfaction with the plain move-list "guides" I'd seen in mags that inspired me here early on.

The reason my guides are always late (besides the goofing off) is because I like to get to know each game as well as I possibly can before I even begin to write. The problem is, I always underestimate the amount of time I need by about one day. I usually take extensive notes and plan as much as I can before the actual layout begins. When that point comes, I typically stay at the office into the early hours of the morning, writing away.



Game Over

OCTOBER 2001

The Final Battle: Warhawk

Survival Tactics
No matter what car you use, you're going to find Warhawk to be a tough boss. Keep moving at all times, and don't be afraid to hide out in the two hangars. They'll provide some much needed cover.

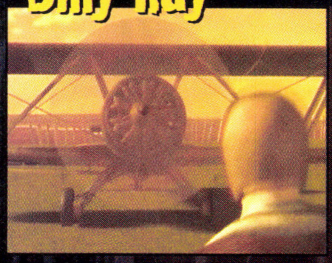
Warhawk is fully shielded, so you're going to need to take them out. During the course of your battle, Tanker Trucks, resembling mini-Minions will start attacking. Don't worry too much about them—their armor is really weak. Once they're stalled, blow them up as the boss flies up overhead. This will weaken his shields. Do this three times, and you'll be able to damage him directly.

Homing and Fire Missiles work the best on him, and if your car is fortunate to have an attack that can hit him easily, this battle won't be too bad.

Warhawk is particularly vulnerable on the scoop connected to his front. When he flies over the center of the level, it should be low enough that you can shoot it. With a few good attacks, you'll kill him off.



Billy Ray



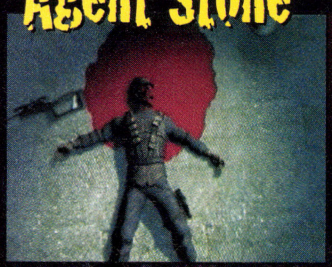
Your Cheating Heart
Billy Ray's wish is to bring justice to the pilot who seduced his wife and mutilated his face. Calypso delivers by tying the man to a fence, with his plane parked conveniently nearby. Billy boards the plane and drives slowly forward so that the propellers cut the man to bloody giblets.

Preacher



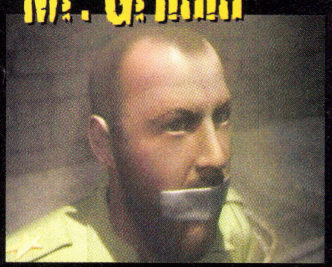
The Demon Within
Preacher asks Calypso to show him the truth behind the church murders, hoping to clear himself in the process. However, things aren't that simple and he finds out that he actually killed all of the people. Instead of performing an exorcism, it was supposed to be a baptism. Apparently, he just snapped...

Agent Stone



A Second Chance
Agent Stone demands to return to the time before the fateful night when he accidentally gunned-down a family. Hesitantly, Calypso agrees, sending Stone to a few seconds before he was supposed to shoot the terrorist. Things go well as first, but the terrorist gets a shot off before dying...

Mr. Grimm



Dinner is Served
Mr. Grimm is reunited with the man who tortured him in the prison camp so many years ago. Now the actions of Mr. Grimm's former captor are coming back to bite him—literally. Tired of asylum food, Mr. Grimm turns his victim into a banquet. As the saying goes: *"You are what you eat!"*



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John Doe



The Past Catches Up...
John Doe begs Calypso to reveal the truth about his past. John is surprised to find out that he was an undercover FBI agent and a hero. As soon as the law man realizes that the man before him is a wanted criminal, the reality of his situation sets in. Too bad Calypso is way ahead of him and shoots him dead.

No Face



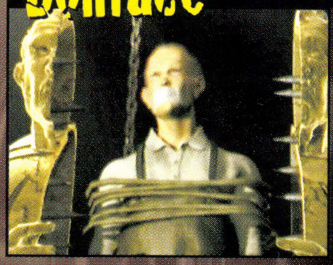
Palooka-style Payback
No Face's desire for revenge against the doctor who disfigured him is fulfilled when Calypso brings him in—tied to a punching bag. To aid No Face in his workout, Calypso gives him a special pair of gloves (they call that the Stinger...). Wham, bam, thank you ma'am... The doctor gets what he deserves.

Bloody Mary



Is There True Love?
Calypso offers Mary a chance at true love by lobotomizing the man she had a crush on. Although Mary immediately leaps into his arms, the man refuses to love her and ends up dying for it. Mary vows to go from man to man until she finds her one true love, even if she has to kill them all. Gentlemen, look out!

Dollface



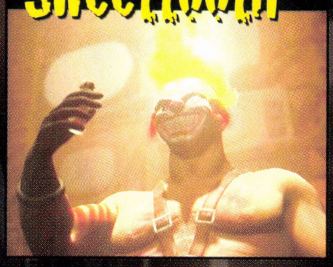
Beauty Is Only Skin Deep
Dollface is granted the opportunity to remove her mask with the use of a simple key. However, in doing so, she kills Mr. Kreel, the man who made her mask. In the end, Dollface decides to keep the mask. After all, it will never age or deteriorate. She wants to remain beautiful forever with her carefully crafted face.

Raven



Witchy Woman
Raven cries for revenge against the boys who killed her friend Kelly. Calypso hands her a pair of voodoo dolls with which she uses to torture the murderous duo. A few days later, their bodies are found, mangled almost beyond recognition. Raven saves the dolls, just in case her parents give her any trouble...

Sweettooth



Ending the Curse?
Sweettooth is offered a chance to end the curse of his burning skull with the aid of a simple vial containing the blood of the man who cast the curse on him in the first place. The catch: He'd no longer be able to kill, otherwise the curse would return. Sweettooth murders Calypso and continue his killing ways.



Mr. Kane & Son

The Little Boy
Kane's Son wins the contest and asks Calypso to make everything "all better." Calypso's answer to the request is to kill Mr. Kane once and for all. Calypso tells the boy that in time, everything will be much better. The little boy then becomes a pawn in Calypso's game; the perfect replacement for his older brother.



Axel

To Kill a Clown
Axel's wife was murdered many years ago by Sweettooth. All Axel wanted is revenge for the pain in his life that the murdering clown caused. After Calypso reveals who killed his wife, Axel confronts Sweettooth and unloads on him with a handgun. With the clown dead, Axel tries to move on...



Cage

Removing the Remorse
Cage's prize for winning the competition is to have Calypso remove the part of his mind that makes him sad whenever he kills. Cage awakens from a gruesome operation to find that not feels no remorse, he's got some really killer blades where his hands used to be. He heads off looking for victims.

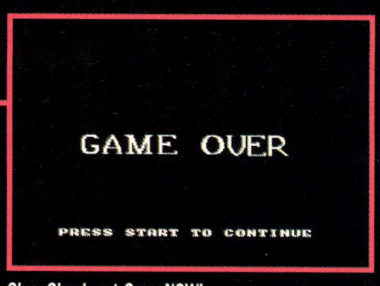


Black

In Search of Calypso
Black searches for Calypso at the battle's end only to find a bomb and a friendly little note saying "Screw you! Love, Calypso" written on it. Black survives the resulting blast, just barely, and continues his quest to find Calypso and do to him whatever his little black heart desires...

GAME OVER—FOR REAL THIS TIME

When it's over...wait, isn't that a song? Poor Sugar Ray references aside, we won't be running any more "Game Overs" for the forseeable future. We'll be back next month in our all-new format as *GameNOW*. We know it's disappointing to think about life without "Game Over," but trust us, we'll make up for it with more contests and more freebies than *Expert Gamer* ever had. So spread the word and get out to the newsstand to pick up your copy of *GameNOW*.



Clue: Check out GameNOW!

Official Contest and Sweepstakes Rules

Trick of the Month:
1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by October 20, 2001. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in *Expert Gamer* and/or *EGM*, however, only one prize shall be awarded.
2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about November 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
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2. Prizes: Three Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value $20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff Davis Media Inc. whose decisions are final. Drawing to be held on or about November 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable.
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Next Month

NOVEMBER 2001

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GAMENOW™

November 2001 — On sale October 16

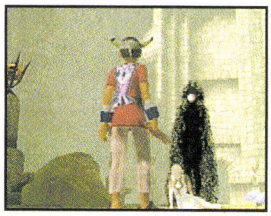
It's lights out for *Expert Gamer*, as we'll be switching full-time into *GameNOW* mode. What is *GameNOW*? Well, it's our new magazine, featuring multi-console coverage, reviews, previews and all the great tricks and strategy you've come to expect from *XG*. It's going to be great, really, and we trust that you'll be picking one up on newsstands next month. For starters, we'll have a huge preview on the PlayStation 2's newest RPG, Okage, which is looking awesome. On the Nintendo front, we'll be exploring the Game Cube's software line-up as the big N heads towards its American launch date (can you say secret Mario Game?). For strategy, we'll have our usual smorgasbord of codes, along with a more traditional walk-through of the adventure game ICO. ICO is, if you haven't heard, one of the coolest games of the year and we'll get you by the game's tough points.



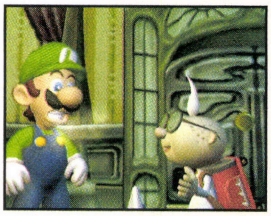
Feature Story



Okage is a surreal RPG for the PS2 that involves a young boy with a shadow that's the reincarnation of evil. Check out GameNOW for all the ins and outs of this unique game.



Want to play one of the most outstanding adventure/puzzle games? Check out Ico for PS2.



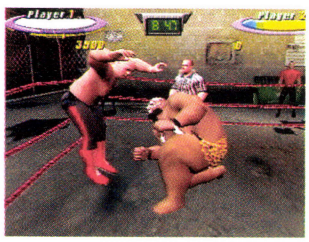
See the awesome graphics of Nintendo's Game Cube with games like Luigi's Mansion.

ELECTRONIC GAMING MONTHLY™

November 2001 — On sale October 2

Feature Story







The next month's issue of EGM will give you fighting fans what you've been craving with a look at Shenmue II for Dreamcast!

This fall is going to see several wrasslin' titles for the PlayStation 2 and Xbox. Between the awesome gameplay of WWF SmackDown!: Just Bring It, the superior graphics of Raw Is War and the memories that Legends of Wrestling will bring, you know that next month's feature story is going to be great. We're going to bust open the heads of all three games to give you the full, juicy scoop, complete with color commentary.

OFFICIAL U.S. PlayStation™ MAGAZINE

November 2001 — On sale October 9

Feature Story



This month, take a look at the highly controversial game Grand Theft Auto 3. You'll find all of the gritty little details behind Rockstar's surefire hit. In addition, you'll be able to get a special previews of Okage, Kessen II, Dave Mirra Freestyle BMX 2 and a whole lot more.

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- Spryo: Year of the Dragon

NON-PLAYABLES

- Dragon Warrior VII
- Siphon Filter 3

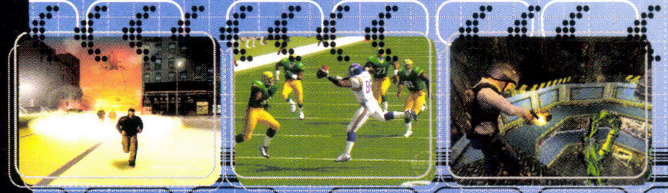
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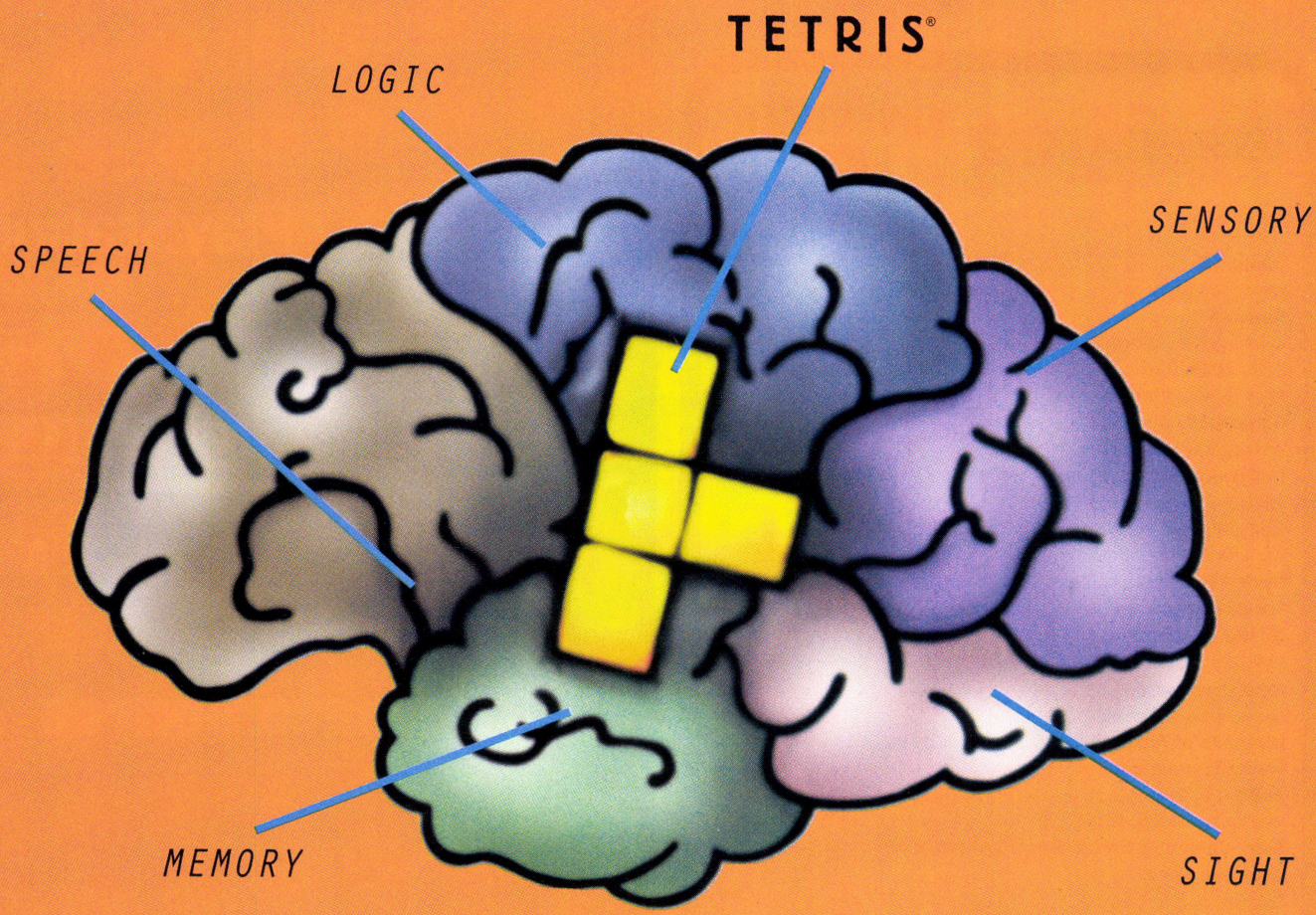
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The Ultimate Source of Codes and Tricks for the Hottest PlayStation Games!

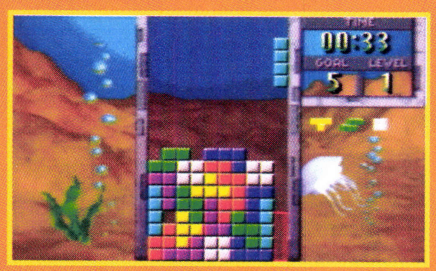


OFFICIAL U.S. PlayStation MAGAZINE



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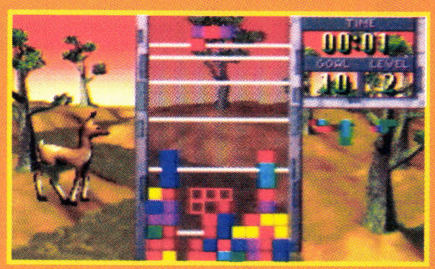
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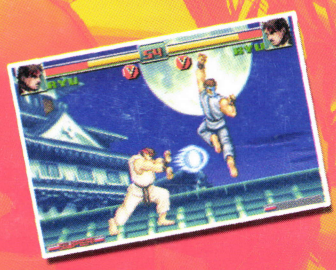
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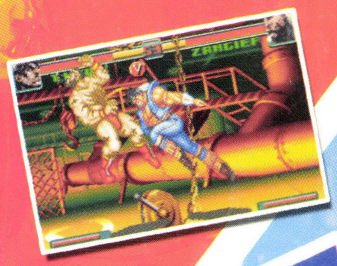
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